



SEGA

#13
JAN '95
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MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE



PLUS **THE SECRETS OF**
MEGADRIVE
32X

DOOM



PLUS **THE ULTIMATE**
CHRISTMAS
BUYER'S
GUIDE



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SATURN
GAMES IN BRITAIN!



01>

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SEGA'S SHINING
NEW HERO

FULL GAME
REVIEW
INSIDE

PLUS!

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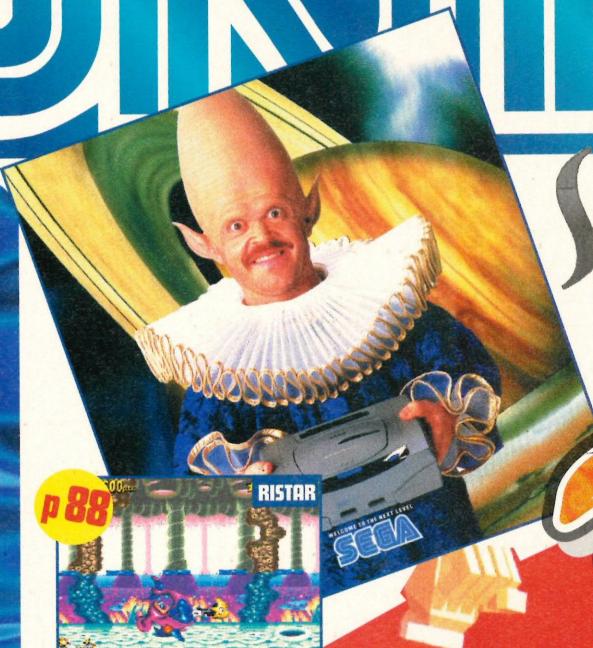
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SATURN

Virtua Fighter

32-BIT POLYGON POWER!!!





SHOWCASES

VIRTUA FIGHTER II 30

SEGA MAGAZINE takes the most comprehensive look at one of the most astounding coin-ops ever and produces a top four-page feature.

★ CANNON FODDER 34

Virgin's stunning new shoot 'em up revolutionises the genre - and we take an in-depth look on page 34.

★ SNATCHER 38

It's a role-playing game quite like any other - and it makes smart use of the Mega-CD. That's Snatcher.

★ RISTAR 42

Sega's new five-pointed hero with the extendible arms swings onto the Megadrive. We take an exclusive look at the game leading up to the review on page 88.

★ SEGA MAGAZINE CHRISTMAS BUYING GUIDE 48

Still wondering what to do with that Christmas coinage? SEGA MAGAZINE recommends the best hardware and software.

★ POWER RANGERS! 52

They're the hottest heroes in town and they're on Megadrive and Mega-CD! We check out the games this issue and probe further into the badly edited world of the Power Rangers...

★ STEP BACK IN TIME 58

Space Harrier and Afterburner are released on Megadrive 32X this month. We examine these ancient games and wonder what other ageing Sega coin-ops should reach 32X.

★ SEGA SATURN - WE'VE GOT IT FIRST! 64

Virtua Fighter, Clockwork Knight, Panzer Dragoon... You name it, we've played it. This showcase reveals exactly what the machine looks like, how it works, what it can do - and whether the games really are the Next Level of Gaming.

★ DOOM: THE ULTIMATE PLAYER'S GUIDE 76

Doom is the best 32X game money can buy... at the moment. SEGA MAG gives you essential combat tips and reveals tons of hidden sections in the game including the fabled Secret Level...

30 FRAMES A SECOND!

1.6 million colours!



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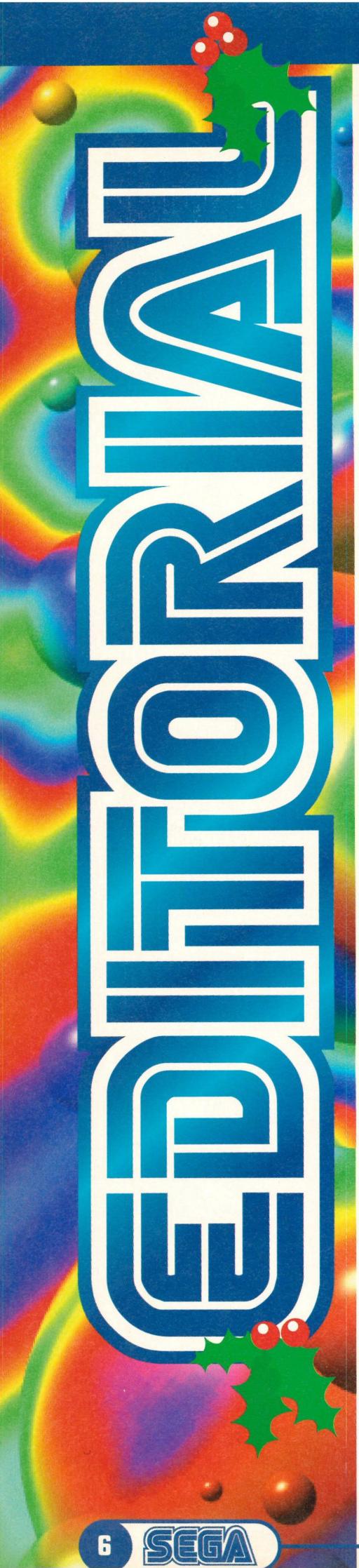
ISSUE

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SEGA



ONLY SEGA MAG HAS PLAYED SATURN!

Of course, the biggest news of the month can be summed up with one word: **Saturn**.

You know, having the machine and one game isn't good enough - even if that game is the phenomenal *Virtua Fighter*. You want more games... and we've got them - totally exclusively. We've played games like *Panzer Dragoon* and the stunning *Clockwork Knight* before they're even out in the Far East. Other mags may have Saturn features based around pictures they've cut out of Japanese magazines, but only WE'VE actually played the games. But we aren't totally fixated with Saturn you know. **SEGA MAGAZINE** also has the greatest Megadrive 32X coverage, with full reviews on *Space Harrier*, *Afterburner* and *Cosmic Carnage* - as well as a superlative *Doom* player's guide, which reveals some of the game's greatest secrets.

Once again, **SEGA MAGAZINE** has got the best stories of the month. When you purchase our mag, you're buying into the best possible coverage of the best games - including the very hottest exclusives. Stay with us. If you think this month's issue is hot, just wait for what we've got lined up in our next edition...

RICHARD LEADBETTER



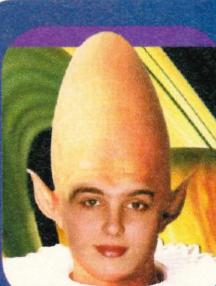
RICKY

Ricky's been annoying everyone with his *Virtua Fighter* obsession this month. Indeed, his devotion has stretched so far that he has taken to carving strips out of his arms and legs with a potato peeler for that multi-faceted polygon look. Oddly enough, he actually looks a lot better, but he's bound to feel something of a fool when he claps his peepers on the nicely rounded graphics of *VF2*. Skrelp!



RAD

It's been *Mars Attacks!* trading cards fun for Rad this lunar cycle. "They're great," he quoth, eloquently. "There's all these Martian Potato Pod people, and they're really life-like, except they've got the eyes wrong and they're actually quite peace-loving. We just want to get on with eating mud. Er, I mean, they're great for trading with your friends." Anyone who would like to trade cards with Rad, anyone at all, there must be someone somewhere, should write to the usual address.



SAM

Sam's had a perfectly normal month this time. No ritual executions, no strange tortures (although she did seem quite eager to help Rich with the potato peeler) and not even a single sticky bun in sight. Mind you, perhaps that's because she's been too busy picking her numbers for the national lottery. Sadly, although 13 was a firm favourite, the choice didn't quite extend to 666.



Tommy C

A riot ensued when Tommy and his crew played a birthday party recently. Oh no, sorry, that should've been "rot" not "riot". Yes, just what any swinging bash needs - two hours of twiddly heavy metal nonsense. Perhaps this was meant to clear the soiree of any undesirables, whereas in reality the only people who could stand the racket were the sad drunken tramps who'd put up with anything to get out of the cold.

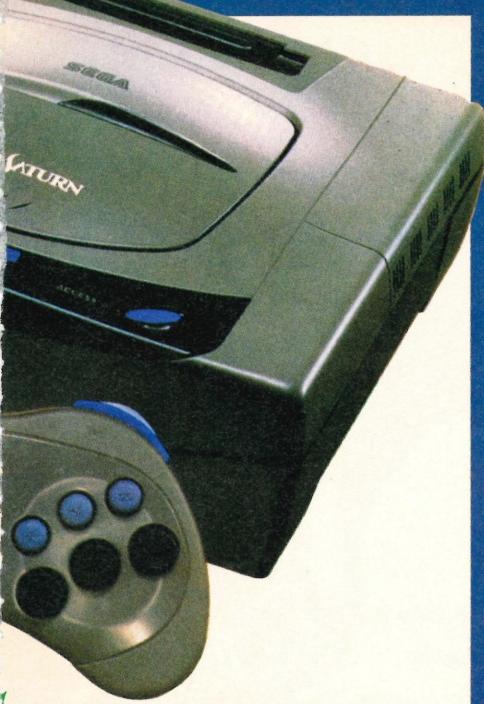


CLAIRE

None of yer Walt Disney rubbish for our sultry sartorial sultan Claire. In fact, none of yer working rubbish for Claire either - it might get the cuffs of her expensive new shirt grubby. And as for actually turning up at the office, well that's simply out of the question; there's no bar, no jazz in the background, no atmosphere and of course, no cheesy chips.



MERRY CHRISTMAS TO ALL OUR READERS!



GAMES, GAMES AND CHIPS TV SPECIAL



Hi everyone – Steve Stevely here, top presenter of TV's toppest show Games, Games and Chips! It's the top TV hit where I tell you what's hot and happening in today's world of games. And chips of course! Well, the big news is, the pub next door has started doing cheesy chips. They're chips – with cheese on them! You can get them with ketchup or mayonnaise, and I've given them a top scoffability rating of 17 and a half! Next up is the top new game from the top programmers of the cute 'n' cuddly Rampaging Gore Bloodfest on Vic 20. It's called Altered Beast, and it apparently stars a green otter with sparkly ankles known as Sonic, who has to collect the six golden coins! It's top! Anyway, that's all we've got time for this month – tune in next month when I'll be giving you the low-down on the top new chip development from France – French Fries! They're like chips, but taste crap!

Till then topsters,
Steve Stevely

TOMMY G



Disneyland has obviously had a profound effect on Tom. He's had his hair cut in a Cadfael-stylee pudding bowl way and taken

to wearing a smock. Not so bad, but it's the fact he won't let anyone sit down before singing "It's a small small small world after all" in a Mickey Mouse voice and then saying two thousand "Hail Walt's that annoys us. Mind you, he's always been a bit soft in the head, that one.

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Clockwork Knight and Afterburner images courtesy of Sebastian Quigley. And they're ace.

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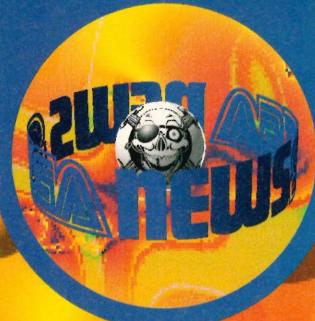
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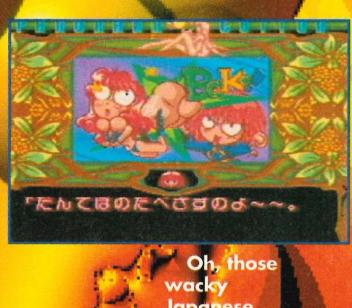
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FORGET
URBANS,
JUNGLES
& DESERTS

STRIKE
OUT...



SEGA



DAYTONA USA: SATURN UPDATE

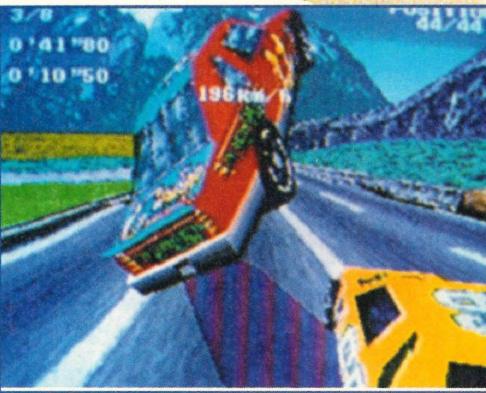
The crack coders inside AM2 at Sega of Japan are still hard at work converting Daytona USA to the Saturn.

We've brought you exclusive pictures of a 10% complete version of the game and these new shots are from a very early, 20% complete game.

Even at this stage, the game is looking quite impressive and grows closer to the coin-op with every passing month. The basic road handling routines have been incorporated and AM2 are now hard at work cramming in as much trackside detail as possible. At the moment, just some pretty texture mapped mountain scenery and roadside crash barriers are present. Many people have been doubting the Saturn's ability to reproduce Daytona USA effectively, but here at SEGA MAGAZINE we're quite confident about the game - it's looking pretty decent at this early stage and the word from AM2 is that they just wouldn't attempt a conversion to the Saturn if it wasn't possible. Expect some more shots soon...



▼ Looking pretty close to the coin-op version already...



COTTON SOCKS!

Top of this Christmas' shopping list, these clever knitwear products fit over your feet protecting them from the cold.

But of course, that's not news. What is news however is that a new shoot 'em up called Cotton is coming to the Megadrive. The namesake of the game is actually a witch and the aim of the game is simply to steer her through each level on her flying broomstick, shooting everything in sight. The little known coin-op that the game is based

on, was actually a horizontally-scrolling shoot 'em up similar to Keio Flying Squadron. However, the programmers of the Megadrive version have turned it into a 3D Space Harrier-style blaster. Panorama Cotton, to give the game its full name, is being considered for UK release by Marubeni. We've been keeping an eye on it since it was first shown to the Japanese press a year ago, so as soon as there's more news, we'll let you know.



AM2 ANNOUNCE SATURN VIRTUA FIGHTER III!

The arcade version of Virtua Fighter II has just been launched in Japan to an incredible reception from the gamers in the Land of the Rising Sun... and we can reveal that Sega of Japan's AM2 programming team have just begun converting the game onto the Saturn.

In a recent interview, AM2's Yu Suzuki confirmed that the project has just been initiated and he expects that the conversion will be complete by the summer of 1995. Just how close the conversion will be remains to be seen, but considering that Saturn coders have said that Virtua Fighter I only uses 40% of the machine's power, we're pretty confident about the conversion. To learn more about Virtua Fighter II in its arcade incarnation, check out page 30.





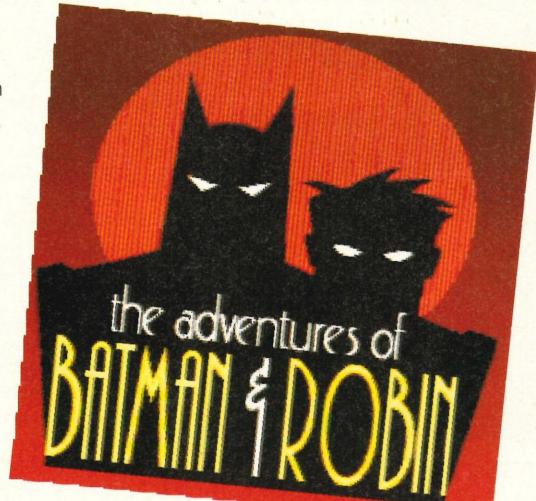
▲ Obviously, there's still a long way to go before the programming is finished.

BATMAN RETURNS

Here are the first shots of a hot new game from Sega: The Adventures of Batman and Robin, for the Megadrive.

It's an extremely slick platform number with some incredible animation and really decent backdrops. The quality of the game coupled with the excellent music makes us think that the game has been put together by Zyrinx (of Sub-Terrania and Red Zone fame)... but we'll know for sure by next month.

Look out for more Batman details next issue.



▲ Well, it beats the usual platform action, eh?

... & ENTER
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Electronics Show.

Nuff Z.

SEGA MAGAZINE 94%

RED
ZONE

MEGA DRIVE

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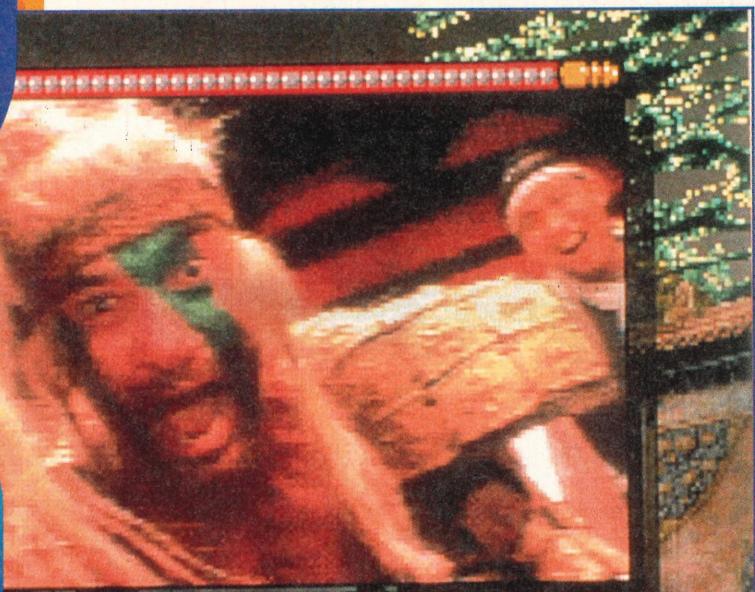


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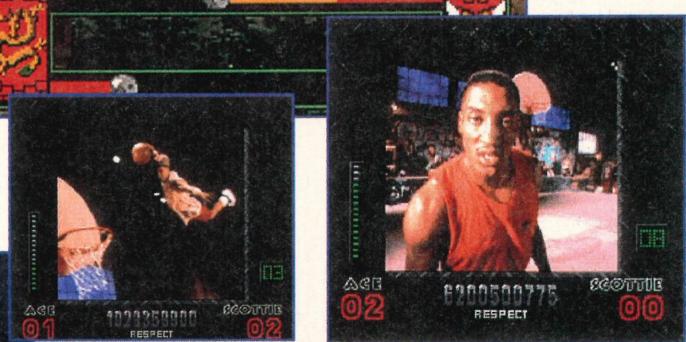


LOCK-UP CORNER
A pretty serious error popped up in SEGA MAGAZINE issue 12, which we would like to correct here. It concerns that rather fine MEGADRIVE game known as Bubble and Squeak because it's on Game Gear. Which is all those capital letters because it's on Game Gear. Sorry to all those concerned.

MORE MOVIES FOR MEGA-CD



▲ She was in the Joy Luck Club, you know.



▲ And he's a famous basketball player.

▲ So's he.



If you own a Mega-CD you'll already be familiar with names such as Prize Fighter, Night Trap and Double Switch, and with the 32X now headlining Sega technology you could be forgiven for thinking that the humble CD will be left behind.

Well, worry no more, because Digital Pictures, the company behind the games have teamed up with Acclaim to bring out three more FMV CD adventures by the end of the year.

The first Corpse Killer, is a take on all those zombie horror B movie flicks from the fifties, although strangely, it's set on an island on the Caribbean

High brow necrobiologist Dr Elfgin Hellman, a twisted scientist who used to work for the Pentagon has taken refuge there and is breeding a race of zombie killers. Naturally, you've been hired to exterminate this evil psychopath and to do it you've enlisted the help of fortune hunter Winston and photojournalist Julie Barnes (although they don't exactly help you, they just watch really).

The actual gameplay is very similar to the Lethal Enforcers games, where you simply blast anything that dares to stray in your wake. Directed by Hollywood Honcho John Lafia – responsible for the Child's Play trilogy, this is sure to cause a controversy when it's released later this month (Digital Pictures also developed the much-hyped Night Trap). Ooh, I can hear those tabloid headlines screaming already...

Also up for release this month is Slam City with Scottie Pippen. With who? Well, apparently he's a big basketball star in the States, which is obviously why he's got his own basketball game. Again, this one on one sim is based around FMV, although rather than actually trying to play a game, you simply take pot shots at the basket whilst simultaneously taking on one of four top NBA players. NBA Jam it ain't, but it still may appeal to fans of the game.

Lastly, Kids on Site, an educational title aimed at the younger end of the market will be in the shops this month too. Naturally, being educational, there's not much game to speak of – the aim is simply to manoeuvre different pieces of equipment around a building site. Helped along by Bertha the site chief and Dizzy and Nuts (two incredibly dumb guys with an uncanny resemblance to Hale and Pace) The player gets to have a go on an excavator, a bulldozer, a steamroller and a wrecking ball. And if they're especially good, they'll get a merit certificate and be allowed to participate in the explosive last level. Okay, so it's not exactly Mortal Kombat II, but this could have some educational worth, especially amongst younger Sega gamers.

Also under development from Digital Pictures is a Mega-CD and 32X version of Supreme Warrior, yet another interactive movie style FMV game. Played from a first person perspective, the bet 'em up pits you against one of twelve martial arts opponents, some of whom are champions of the sport in real life too. The game is currently around 60% complete, although all the moves and routines have already been programmed into the game. On a first playtest, the gameplay does seem a little stilted, and some of the moves are a bit difficult to manoeuvre, but hopefully these problems will be ironed out in time for its February release.

100%

GAMESMASTER MAGAZINE GAMEPLAY RATING



"...the most playable game in the world!" Overall Score - 97%



THE ORIGINAL
Micro Machines
2
TURBO TOURNAMENT

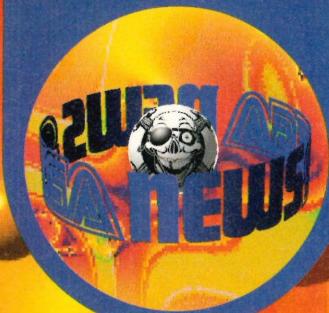
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J-CART
FOUR PLAYER POWER

Codemasters



SEGA



Episode 13: Han Solo gets captured... The lads have even attempted their own version of the 3D scroll writing...



Han Solo is flying through space (you can't see the ruler holding up the Millennium Falcon here) checking out the debris of the Death Star...



Here's Han himself, who quickly radios to base when he realises that the Death Star is cunningly rebuilding itself! The Falcon is quickly overpowered by the imperial forces...



Cut to Darth Vader... reading SEGA MAG. Of course.



Roberts reports Han's capture to Lord Vader. "You have interrupted my reading for the LAST time," says an outraged Vader. Roberts apologises before dying.



Suddenly, Han appears. Pulling out his blaster, he shoots Vader... who easily deflects the blasts with his bare hands!



A bit of torture follows at the hands of the evil servant of the Emperor... Solo is forced to lure Luke to the Death Star and does so by radioing Yoda with his walkie-talkie (No, we can't believe this either).



Luke, meanwhile is busy training up to be a jedi.



Yoda radios Luke and tells him of Solo's predicament.



Yoda, masquerading as a pillock in a hooded rave top, informs Luke of his friend's capture. "Nice music," remarks Luke, appreciative of Yoda's taste in jungle.



Jumping into his X-Wing, Luke speeds towards the Death Star, telling the radio (via his ubiquitous walkie-talkie) that he's going in alone...



Vader and Luke start a bit of a ruck, using light sabres that look suspiciously like painted kitchen towel rolls... It's a vicious fight, but Vader stands no chance at all, probably because he can't see anything through his painted tin-can "breath mask".



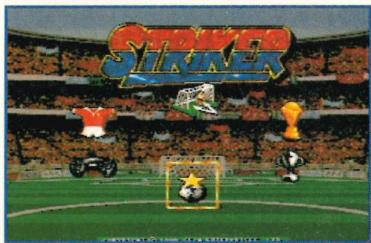
Vader lies defeated and informs Luke that he is his father. "I adopted you at birth," is his rather odd explanation.

We've decided to extend our fantastic 32X competition launched last issue.

The object of the exercise is to create your own version of Star Wars using your trusty Camcorder and send it in to us: the best gets a Megadrive 32X and the first three games. The current front runner is by Brian Dempsey & pals - and it's even in widescreen - just like the new digitally remastered versions of the films. This is the sort of entry we want: horrifically bad special effects, actors laughing at the sadness of their lines... and an original plot too! Can you do better than this? If so, a 32X may be yours...

NEW MEGADRIVE FOOTBALL GAME SENSATION

Everyone's gone *FIFA '95* crazy, it would seem. According to Gallup figures, *FIFA '95* (on its second week of release) out-sold *Super NES Donkey Kong Country* (on its first week of release) by a factor of four to one! Football games are obviously popular, hence this new project from Sega. *Striker* is being coded by Rage Software, creators of *Ultimate Soccer*. It's a rather playable football with multiple viewpoints - 3D (as in *Ultimate*), side-on and overhead. It all looks rather spiffing, and we'll be investigating further in the next edition of *SEGA MAG*.



▼ What amazing shades of green.



▲ Well, it looks like footy to us.



▲ This could be the most amazing RPG ever. It could!

RPGS ENTER THE NEXT LEVEL...

Just as this issue of *SEGA MAGAZINE* went to press, we received pictures of an incredible looking RPG being developed for the Saturn. There are virtually no details available at the moment, but if these visuals are being generated in real time (and after witnessing *Panzer Dragoon* in action, we have little doubt about that), this game could totally reinvent the RPG genre... more news soon.

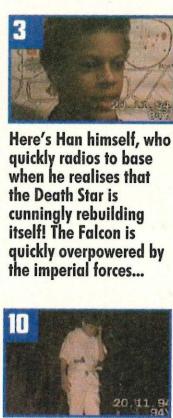
CAMCORD YOUR OWN STAR WARS... AND WIN A 32X!



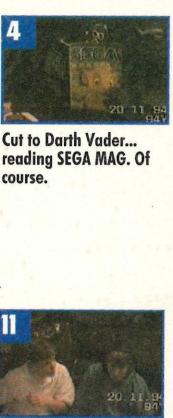
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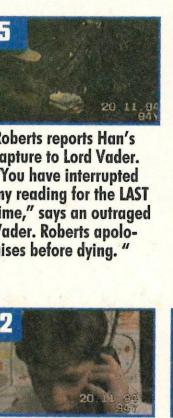
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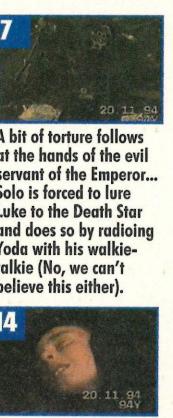
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Vader and Luke start a bit of a ruck, using light sabres that look suspiciously like painted kitchen towel rolls... It's a vicious fight, but Vader stands no chance at all, probably because he can't see anything through his painted tin-can "breath mask".



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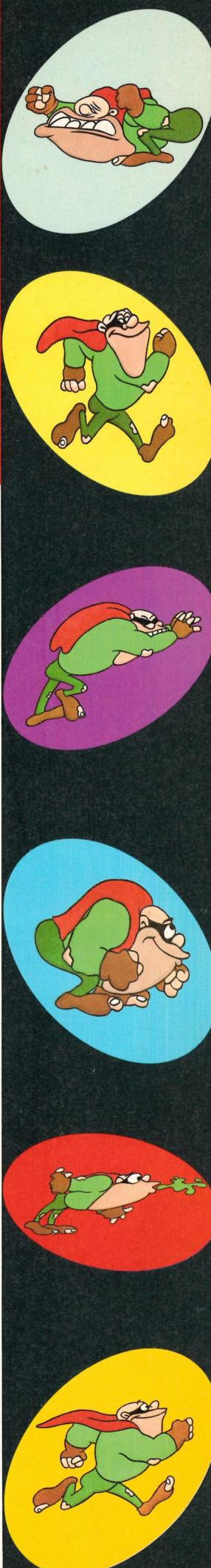
MEGA DRIVE

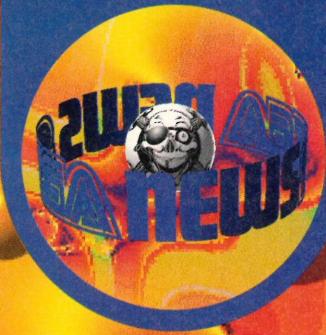
THE FART OF SELF DEFENCE



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SEGA

FA-LA-LA-LA-LA...

Well, Christmas is just around the corner, and I suppose you already have your gaming orders issued to parents relatives, and anyone else who may decide to dig into their pockets on your behalf.

But the thing is, will Great Aunt Edie make the right decision, or will she plump for that sensible budget choice? To avoid disappointment on the big day, Sega have decided to give away no less than ten games to four lucky readers. And seeing as it's Sega and everything, you should at least be able to rely on their choices. So-oo if you fancy some games for free, enter our

competition NOW. To be fair to all our readers, the four prizes are being spread over Megadrive, Mega-CD, Master System and Game Gear formats. And ten runners up will also receive an exclusively designed Sega t-shirt. As ever, simply caption the picture, pop the answer on a postcard and send it in to us by January 31.

Now send your answers to: OH YOU'RE SO GENEROUS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And don't forget to put your name, address and the system you own on the postcard too.





GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: **Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.** Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

BEST CONSOLE SIMULATION

Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.

BEST CONSOLE SIMULATION:

BEST LICENSED CONSOLE GAME

Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

BEST LICENSED CONSOLE GAME:

BEST ORIGINAL CONSOLE GAME

What was your favourite game of the year which DIDN'T rely on an official license?

BEST ORIGINAL CONSOLE GAME:

CONSOLE GAME OF THE YEAR

Think back... back! What was your absolute favourite game this year?

CONSOLE GAME OF THE YEAR:

HAND-HELD GAME OF THE YEAR

Hand-holds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?

HAND-HELD GAME OF THE YEAR:

SOFTWARE HOUSE OF THE YEAR

One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

SOFTWARE HOUSE OF THE YEAR:

BEST AD OF THE YEAR

A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

BEST AD OF THE YEAR:

BEST ORIGINAL CONSOLE ACTION GAME

Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.

BEST ORIGINAL CONSOLE ACTION GAME:

CONSOLE PROGRAMMER OF THE YEAR

Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

CONSOLE PROGRAMMER OF THE YEAR:

PRIZE DRAW FORM

Name:.....

Address:.....

Telephone Number:.....

Machine Owned:.....

THEME PARK

This year a game came out on the PC that caused a massive stir. Theme Park was its name and it boasted highly original, deeply involving and extremely entertaining gameplay. Naturally this is just the kind of game we'd like to see on the Megadrive and thankfully, programming house Bullfrog seem to agree. Disney World groupie Tom GUISE took a teacup ride to Bullfrog's Guildford HQ to check out the game in development.

Calling fun-seekers everywhere! Are you searching for thrills and spills? Do you yearn for immeasurable excitement? Trance-inducing action? Wonderment unlike any known to man or god? Crave you pleasures FROM BEYOND THE VERY MULTIVERSE? Well chillhounds, the whiteknuckle buck stops right here – at the most magnotriffic fun fair in all the galaxy! Welcome to Tommy Tank's Land of Enchantment. Waterslides and thrill rides! Fun for all the family! All this you will find within the boundaries of this most fantastomorphic of pleasure parks. SCREAM as you ride the terrifying Cheesy Weavy roller coaster, TREMBLE as you enter the spooky interior of Tom Towers, DRENCH your knick-knocks as you plunge into the raging waters of Guister's Gulch and LAUGH at the amusing entertainers wearing black fright wigs and goggles. Yes, it's my very own amusement park. Mine, all mine! Okay, so maybe it isn't real, but it does exist. Inside the computer world of Theme Park, Bullfrog's top-selling PC game which they're currently converting to the Megadrive.

FIRST THERE WAS GOD, THEN CAME... UNCLE WALT!

Coming from the people who brought us Populous, Theme Park is, at least in concept, a very similar game. However, this time instead of playing God, you get to play Walt Disney. Yep, the whole point of the game is to create your own fun-park, filling it chock-full of all the exciting rides, thrilling attractions and tempting stalls you could ever want. A game solely about making a fun place for little computer folk to hang out and have a good time. It all sounds so gloriously simple, but in truth Theme Park is probably one of the most complex games ever devised. You see, just like in real-life the only way to build up your park is with money. And the only way you can get money is by drawing in the punters. But then the punters are only going to come in if there are rides. And rides cost money. Starting to get the chilling picture?

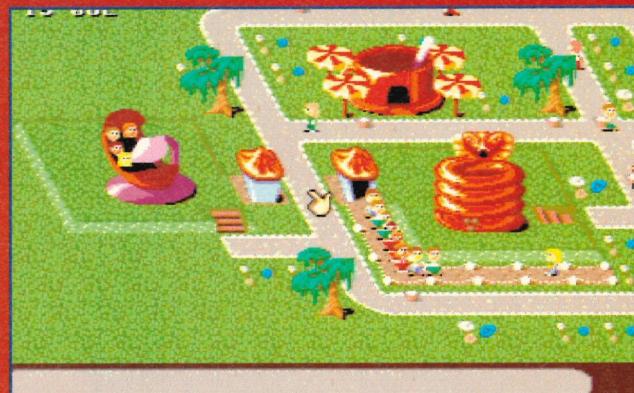
MORE FUN THAN A BARREL OF MONKEYS!

Of course, it's this depth of gameplay that makes the PC game as hugely popular as it is. Well, the 16-Meg Megadrive version promises to be just as engrossing with almost all the elements of the original in there. Admittedly, a couple of gameplay features have been removed, but the reason for this is to make the game even more playable. Gone is the boring chore of reordering stock such as cola, fries and salt for the stalls. Gone too is the share-option scheme in which you could buy and sell shares in other theme parks. The end result is a less frustrating game in which you can concentrate more on making bigger better parks, instead of fretting about shops running short on stock.

FUN FAIR OPENING – SOON!

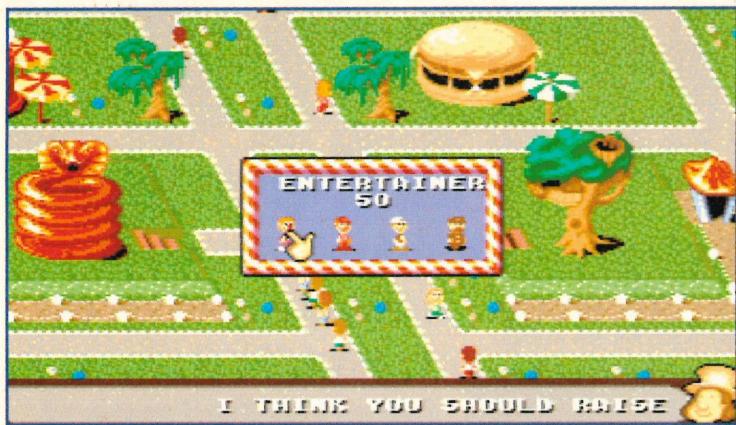
At present, the Megadrive version of Theme Park is around 60% complete with all the final features already in the game. However, there's still some animation to add to the rides, gameplay to iron out and bug-testing to perform. What's more, the man in charge of the Megadrive conversion, Andy Beale, intends to improve the game further, by increasing the speed.

Scheduled for a March release, Theme Park promises to be one of the most exciting and original games to grace the Megadrive. We'll keep you informed on its development.



▲ Looks like the Pirate Ship is proving popular.





▲ Entertainers are vital for making your park a fun place.



▲ The Megadrive icon screen differs from the PC one. Instead of running across the bottom of the screen, you bring it up when you need it.



Planting trees could help improve the look of your park, especially in the desert.



Visitors soon get miserable if they don't get anything to eat, so food stalls are a must.

PARKLIFE

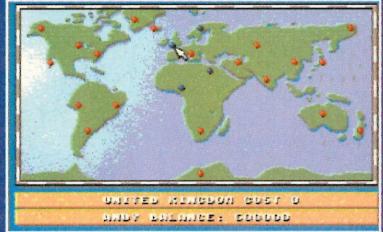
There are 25 different rides in the PC version of Theme Park, however not all of these have made it into the Megadrive version. Instead, the programmers have taken out the ones they didn't think much of, replaced them with better ones and knocked the total number of rides up to 27! Now the little people can dance to the sounds of the Theme Park band on stage, take a subterranean journey through The Wormhole and even board a Captain Nemo ride to the bottom of a pool. Added to this, the original rides that remained have undergone a cosmetic overhaul. Andy Beale describes them as 'more cartoonish' and admittedly they do look somewhat different and possibly even better!



▲ Wahay, we're the Spunkies!

DISNEYWORLD

The original PC version of Theme Park allowed you to set up your park anywhere in the World. The problem with this was that it didn't make any difference where you placed your park, it still had exactly the same grassy terrain. The Megadrive version also includes this option, however the landscape is actually affected by the location of the park. For instance, a theme park in Egypt will have a desert floor whereas one in Scandinavia will be covered in snow. On top of this, the little people even look different, with those living in sunnier climes sporting nifty little shades.



▲ I'd avoid anywhere near Paris.



The more expensive a ride, the more fun it is.

theme PARK

PREVIEW

MEGADRIVE
32X16 MEG
BY:
SEGA
RELEASE:
FEB/MARCH
'95

MOTOCROSS

CHAMPIONSHIP

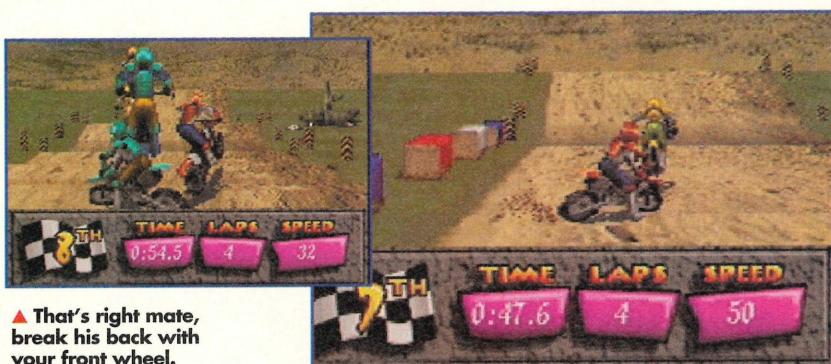
Following this month's batch of Megadrive 32X releases, Sega are warming up the third wave of games for the machine, the first of which is the cross-country racing game, Motocross.

We've featured this game in our news section before, but previous pictures have always been a tad blurry. Now however, we've actually managed to play an early version of the game, getting the much clearer screenshots you can see on this page, in the process.

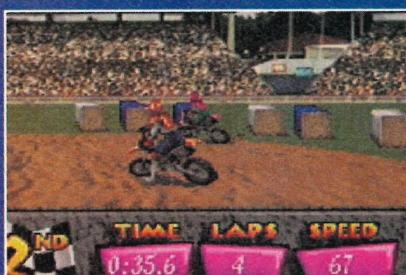
As the name suggests, the game puts you on a motorcycle, racing against a number of challengers on a range of mud-drenched tracks. What's more, to help you win, you can punch and kick the other cyclists off the course. Of course, this all sounds more than a bit like Raod Rash and indeed, the game does play in a similar fashion, right down to the way you can leap off hills. Only in this game, you can actually bring your bike down on other racers' heads! What's more, with the customary two-player option, this makes for much fun when it's the other player on the receiving end.

Motocross certainly has the potential to be a highly entertaining game, but how will it fare against the mother-of-all-racing games, Virtua Racing Deluxe? Find out in a forthcoming issue of SEGA MAGAZINE.

SEGA



▲ That's right mate,
break his back with
your front wheel.



▲ Two-player split-screen action.



▲ Different track textures too.



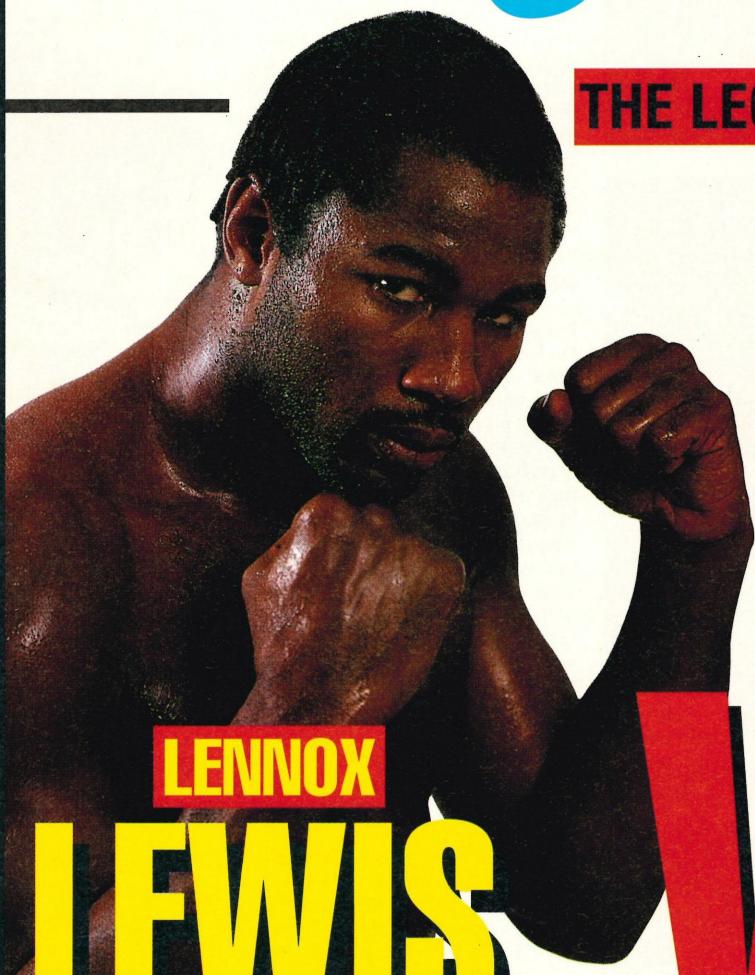
▲ Bash the other racers out of the way.

(1 OR 2 PLAYERS)

FIGHT OF THE CENTURY

ClayFighter™

THE LEGEND BEGINS



LENNOX
LEWIS

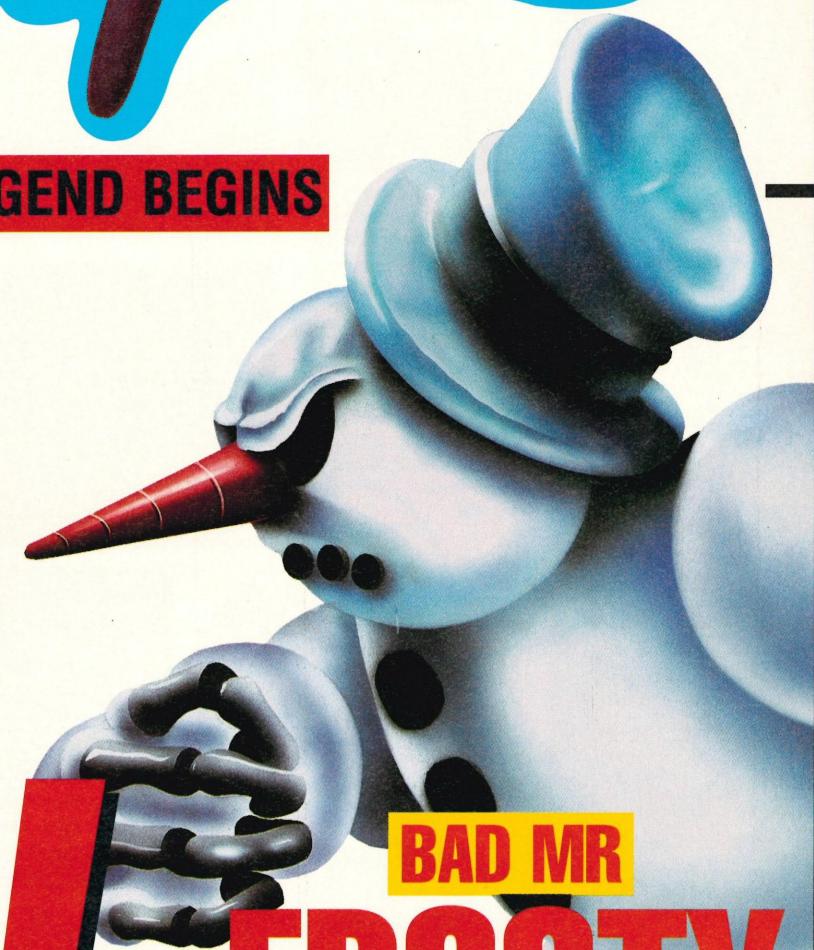
HEIGHT 6' 5", WEIGHT 16ST 7LBS

★ 26 FIGHTS, 25 WINS, 21 K.O.S

V BAD MR
FROSTY

K.O.S : 50,000 HE WILL TEAR YOU APART

(THE ICE MAN) ★



CONTEST FEATURING: TAFFY, THE BLOB, HELGA (THE OPERA SINGER)
ELVIS (THE IMPERSONATOR), ICKY BOD CLAY, AND THE LEGENDARY BAD MR. FROSTY.

MEGA DRIVE™

Interplay™

Interplay productions, 71 Milton Park, Abingdon, Oxon OX14 4RR. TEL:0235 821666

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PREVIEW

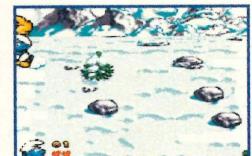


ALL FORMATS
BY:
INFOGRAPHES
RELEASE:
JANUARY/
FEBRUARY

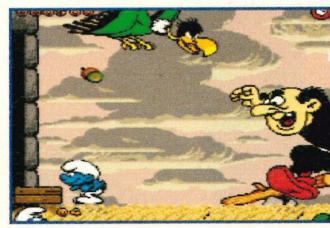
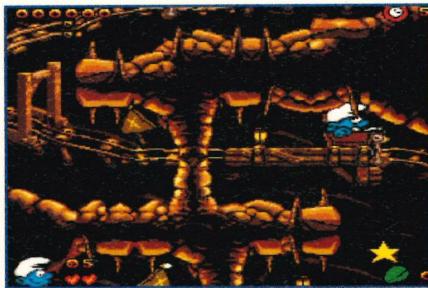
THE SMURFS



▲ Look! It's smurf village. It's made of mushrooms you know.



▲ Hey, is that a smurf in the corner? Mum! Mum, look. Fairies!



▲ Since I found that mushroom village, I keep seeing little people.



▲ Master System Smurfs above. The Game Gear version is over on the left.



▲ Ooh, ooh, it's a smurf on a little minecart. Probably made from an acorn shell or something.

But what everyone forgets to mention is that they were also responsible for an abysmal number one single of Wet Wet Wet proportions – The Smurfs with old Father Abraham. This senile old git along with his imaginary blue friends infiltrated homes up and down the country, causing chaos as kids desperately tried to save enough Esso garage tokens to claim a little blue gnome of their very own. And now they're back from the dead, which obviously means that somewhere in the country there are warehouses full of smurf models, smurf houses, and no doubt little blue raspberry smurf drinks, all left over from the first time around. So be warned.

And where would any self-respecting hype be without its complimentary video game? Yup, The Smurfs are about to launch an assault on every Sega format next month, in a platform adventure that will take you right back to the days when Sta-Prest and Y cardigans were in. Which is probably before a lot of you were born. In which case, you won't know what all these Smurf beings are all about.

So – the Smurfs are little blue people who apart from starring in naff cartoons and wearing silly hats live in a little people village in little people land. And because they're so small they have a bit of trouble with us humans, especially evil wizards who go by the name of Gargamel. He's already kidnapped four smurfs including, horror of horrors, Smurfette. And seeing as she's the only girl smurf in the whole tribe, someone had better rescue her pretty damned quickly or there'll be no pitter patter of tiny smurflings in years to come.

Anyway, whatever the bizarre plot, there's no denying that this is yet another platformer. There are twenty levels in all, with four themed sections and over fifty smurf enemies to destroy. The graphics look just like a smurf cartoon, and there's over 30 full-screen enemies to contend with, which look especially impressive (the last boss, Gargamel, is absolutely huge). There's even some 3D Mode 7-style sections – which is a novel feature for the humble Megadrive. The Smurfs have already been subjected to review on the Super Nintendo earlier this year and earned mid-eighties scores, although the game was criticised for being too difficult. Infogrames have made the Megadrive and other Sega versions slightly easier in the hope that it will appeal to gamers across the board, although the basic gameplay and graphics will remain the same. They're even planning a Mega-CD version with a smurf cartoon included as an intro, which should please sad retro fans no end.

The Smurfs are due for release at the end of January, and for a change all the versions (Megadrive, Game Gear and Master System) will be on sale at the same time. So you can be sure as damn it we'll have all of 'em up for critical analysis next month.



SEGA

BRUTAL®

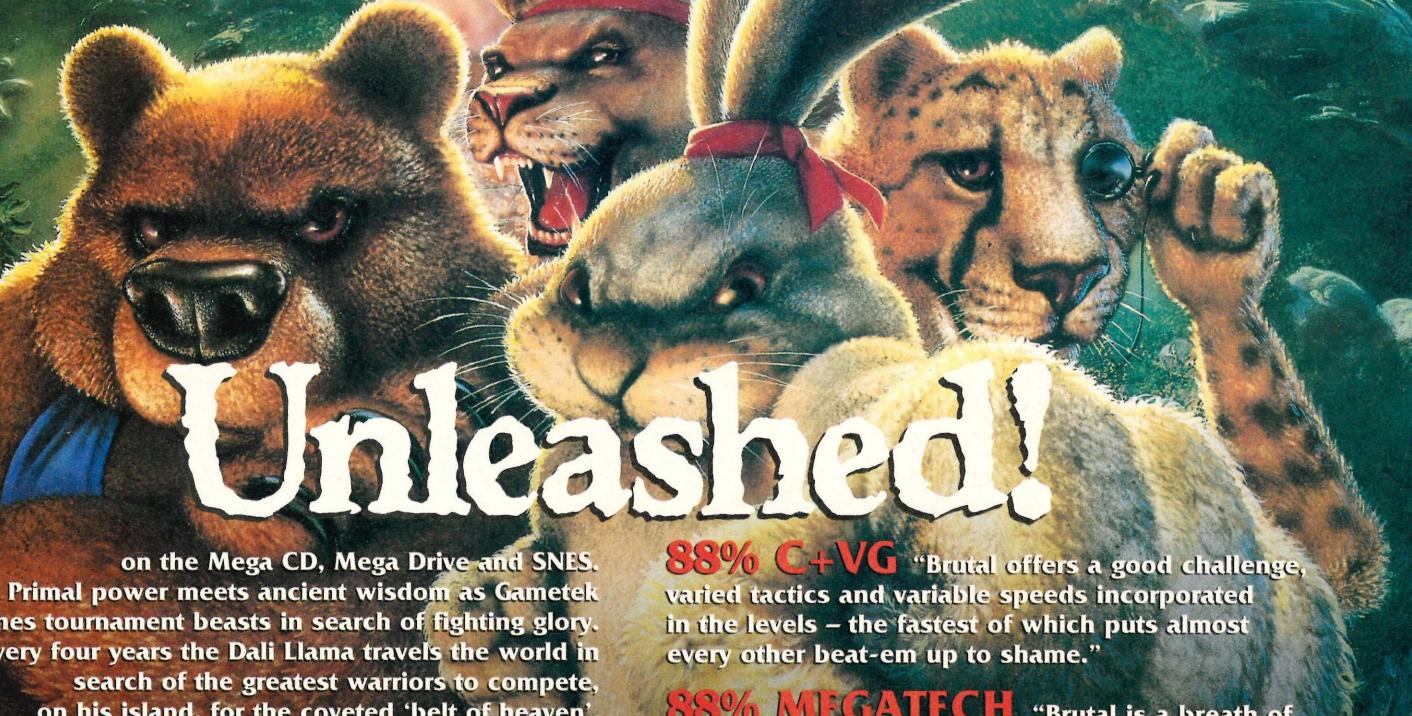
Paws of Fury



SEGA
MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA-CD



Unleashed!

on the Mega CD, Mega Drive and SNES.

Primal power meets ancient wisdom as Gametek unleashes tournament beasts in search of fighting glory.

Every four years the Dali Llama travels the world in

search of the greatest warriors to compete, on his island, for the coveted 'belt of heaven'.

A game of cartoon martial arts, BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK®

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

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PREVIEW



16-MEG

BY:
EARELEASE:
JANUARY

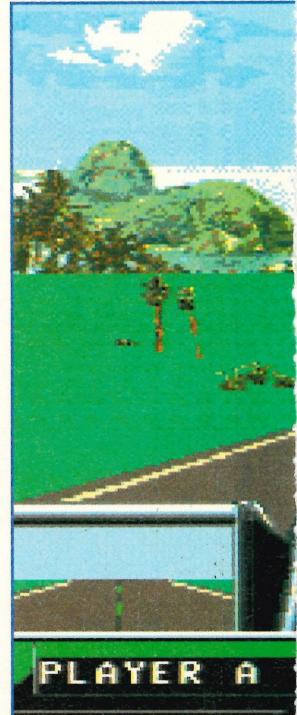
ROAD RASH

Road Rash has been kicking around for ages now, and in the true EA spirit, it always gets treated to some sort of upgrade every year (well, apart from last year). But this year something different happened. It was released on the 3DO, and suddenly, everyone wanted to play it again. Why? Well, it's difficult to say really, as the basic gameplay hasn't changed in three years. It must be something to do with running old ladies in zimmerframes over, racing around Tokyo in the middle of the night and an added soundtrack from the likes of Therapy? and Soundgarden. Interested? Well, don't worry if you haven't got £400 to spend on a 3DO, because with any luck, next month it will appear on the Megadrive.

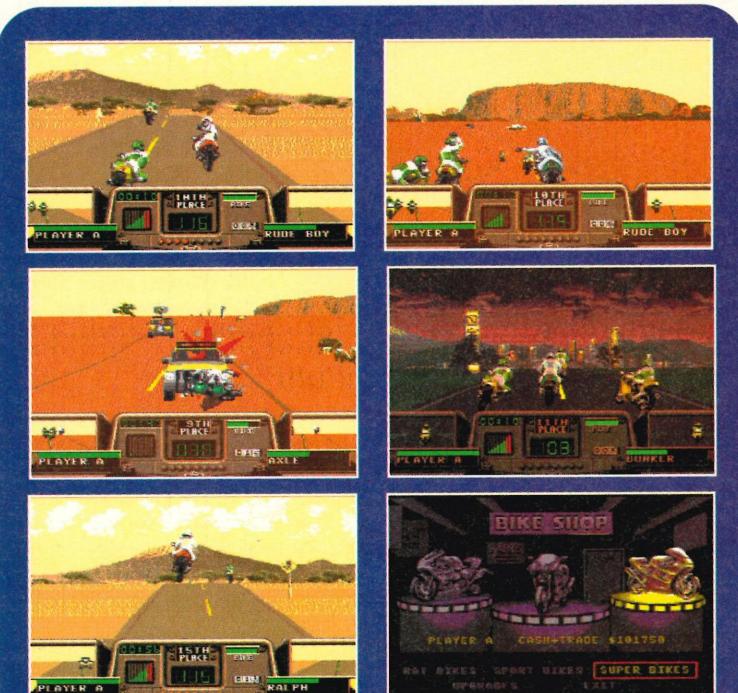


Of course, with the limited sound chips used in the Megadrive, you can forget about soundtracks from Soundgarden. And you can forget about the neat little FMV sequences in between levels too. But you can expect to see all-new tracks and a wholly upgraded game style. Out are the polite to-ings and fro-ings of the jostling competitors, and in are full scale battles using choppers and various other types of illegal weaponry. As in previous versions, you can knock your competitor off their bike, but new for this version is the ability to pull them off if you happen to be standing by the roadside. You can then run away while they're left bleeding on the floor and hop on to their bike to finish the race in a top position. Of course, this also means that your competitors can do exactly the same to you, so the game ends up much more chaotic than the previous two versions.

There's also eight new tracks, and instead of being based in some vague areas like "mountains" or "desert" each race takes place in a different part of the world. Naturally this means that most varieties of tracks are covered – there's your obligatory slidey snowy track, a rocky mountain road complete with cows and er, rocks, and a track which takes you through the middle of Tokyo in rush hour too. This is by far the most interesting track as in addition to avoiding oncoming traffic, there's loads of pedestrians milling around too. You can mow them down if they get in the way, which incidentally they do, frequently. So, although Road Rash 3 uses the same basic engine as the previous two games, it seems as if EA have attempted to make this third instalment different from the previous two versions. Whether these new features make RR3 any better remains to be seen, as the game is still in the early throes of development, but at this stage it certainly seems much more thrill-packed than the previous versions.



HIGH 3



You never see this happening in real life, do you?

Look! It's the all-new bike shop! Except it doesn't look very different really, does it? Oh well, at least the bikes sold there are new. Sort of.

GENERATIONS LOST

...it's electrifying...

Generations Lost is the ultimate quest. Six thrilling levels of a mysterious world to explore. Incredible powers to discover. And a spellbinding enigma to solve. Generations Lost. Get ready for a serious shock to the system.

MEGA DRIVE

Time Warner Interactive, 1 Rushmills, Bedford Road, Northampton NN4 7YH. Tel: (0604) 602800. Fax: (0604) 602832.

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**TIME WARNER
INTERACTIVE**

LETTERS

Have you ever had one of these days when you've got quarter of an hour before the weekend officially starts and yet you've still got to work? It's agony. Quarter of an hour. It's not long. But on a nice, sunny Friday afternoon, with the call of the pub ringing in your ears and night of revelry to look forward to, these fifteen short minutes stretch out into an eternity. The only way you can really pass the time is to actually do some work to take your mind off things, but of course, it's impossible to turn your mind to anything practical. Instead you just have to try and make yourself look vaguely busy until all your superiors have skived off when you can slink away. Well, if you're reading this in a parallel universe this may strike a chord (and it says a lot about our distribution), but for us it's a wet Tuesday morning and a bit of wishful thinking. Never mind, eh? If you'd like to write to us you can, although you might need the address which is I'M SPARTACUS! NO, I'M SPARTACUS! NO, I'M BARAKA! LETTERS, SEGA MAGAZINE, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Sometimes we award prizes.

WHY DO YOU SLAG PEOPLE

DEAR SEGA MAG

First of all, why can people just keep saying your mag is brill? I know it is, but I think you've got the idea that your mag is the best so PLEASE STOP! Secondly, why do you slag people like James Paterson off? Do people write to Playboy about their 32X? God!

Thirdly, in issue 11 why doesn't Ricky show his face? Is he THAT ugly? I once had an ugly dog and I shaved its bum and taught it to walk backwards! Lastly, have you heard of Face Plant? I heard a couple of years ago it was Road Rash on skies!

Paul Livesey (age 42),
Ramsbottom, Bury, Lancs.

SM: Hey there Paul – calm it down already! Since when did we "slag" James Paterson off? I'll admit we disagreed with a couple of his points when we printed his letter in issue 11, but "disagree" is a rather long way from "verbally destroy", I think you'll find. Indeed, if anyone's in for a slagging it should be you, you whingeing get. At least James Paterson didn't try to make any feeble jokes. And he can probably spell skis (as in the plural of ski, not the plural of sky).

CHEWY BUS DEPOT

DEAR SEGA MAGAZINE,

I've owned my Megadrive for three years this coming Christmas and I'm wanting to upgrade it with a Mega-CD or a 32X. The trouble is for the last two years I haven't read any magazines or read about the computer industry, I've just sat and played John Madden games. Living in a newsagents I've sat and read all the Sega mags and have decided you are the best to explain the situation to me (and you're the best magazine anyway). Please will you tell me the pros and cons of each system and plans to release Madden '95 on the systems for that would be a large factor in deciding.

Mike Bartlett, Barrow-in-Furness, Cumbria

SM: Well Mike we'd love to go in-depth into the pros and cons of each system, but we've only got three pages and there's a lot of other letters here. Buy the 32X, that's our advice. It's more powerful, has more software support and it's much better for showing off to your mates.

TOTALLY UNINTERESTING LETTER

DEAR SEGA MAGAZINE,

I was wondering if a game called Pulseman would ever be released over here. Will the Game Gear box be getting a facelift like the Megadrive and Mega-CD boxes. Will NBA Jam and Tournament Edition and Eternal Champions ever get the Megadrive 32X treatment. Whatever happened to Eternal Champions CD. Will the Megadrive 32X box run along the same lines as the Megadrive box. Will Jurassic Park be converted onto the Megadrive 32X. And will the Megadrive 32X fade away because of the Saturn.

Stephen McCartney, Belfast

SM: So far as we know all Sega boxes will continue to be made from the highest quality thin cardboard with a funny graph paper grid design on the front. Address all your other queries to Q+A and learn punctuation, please.

HOW I FEEL ABOUT SEGA

DEAR SEGA MAG,

I thought I'd write to you to let you know how I feel about Sega.

I have owned every single Sega home machine since they launched the then brilliant Master

System. After amassing 68 games I was getting ready for a new Sega machine to be launched, the Megadrive. It was a case of *deja vu*, with unrivalled gameplay and graphics that blew your socks off, again my games library grew to well over 50 games. Then everyone started to talk about CD-ROM (virtually unlimited memory on a cheaper format) and not long after, Sega were releasing the Mega-CD. This is when all the problems started.

I sold all my cartridges to concentrate on building another games library, this time on CD (the future was here early everyone raved).

I've had my Mega-CD since its official release date and so far I've got 12 games (not including the free Arcade Classics) and I can honestly say about three of them impress me. Namely Thunderhawk, Batman Returns and Night Trap. All the others I believe could have been released on cartridge (minus the soundtracks). Not only are the games mediocre but they are very very slow in coming.



Another year has passed and now you're all talking about the new Sega money spinner, the 32X. With the Sega Saturn round the corner do you really believe that Sega will spend enough time and money on the 32X to warrant buying one, I for one don't think so. What makes matters worse is that while we MCD owners wait and wait for ages for decent games to be released, cartridge based games are constantly released (some of them getting great reviews). So what's wrong with Sega releasing these cartridge games on CD at a cheaper price than their cartridge counterparts (remember that CDs are cheaper than cartridges to reproduce). They can't be bothered because they are too busy with the 32X and the Saturn, and the same will happen to the 32X. It might be a step forward in technology, but if it hasn't got the games it will fail just like the Mega CD. While all this is going on other companies are snatching up Sega's unsatisfied customers (Panasonic/Nintendo/Sony). I for one am very interested in Panasonic's 3DO, but I will give Sega another chance before I commit myself. I think the 32X is doomed before it's even released. I thought we were changing to CD, so why go back to cartridges? Alright, you say there's 32X CD games in development, but how many? Don't Sega understand that we don't want to pay extortionate prices for bigger and bigger cartridges and we shouldn't have to when we own a CD machine.

Personally I think Sega should scrap the 32X altogether and bring out the Saturn (without the cartridge slot) ASAP for their own sake.

Tim Bennett, Flitwick, Beds

SM: Well Tim, you certainly covered all the bases there didn't you? Respect is surely due to your writer's cramp-staving off abilities. Sadly though, we must disagree with your critique. For starters, Sega themselves have forty-odd 32X titles in production already for next year alone, along with fifty-something third party titles also on the way, which means there should be no shortage of software. Also, the 32X and Saturn are aimed at different markets. The 32X is more of a dedicated games machine (at a mass market price) whilst the Saturn is a more family-oriented multimedia-esque piece of kit (which'll cost a fair old bit). This means there's plenty of room for both of them without anyone getting hurt.

SEGA MAG ARBITRATION SERVICE

DEAR SEGA MAGAZINE,

My cousin and I are having a little argument. He says that he can get out of a "Finish Him" in Mortal Kombat CD. I say he can't. Which one of us is right and which one of us is going senile. Please answer this question because he's always going on about it.

PS He says his friend is a witness to this happening.

Graham Coate, Swords, Co Dublin, Ireland

SM: Well, Gra, you're in the right on this one. However, on a more interesting note, our SEGA MAG handwriting analysis bat-computer is convinced you are in fact one "Anonymous" of a similar address who recently wrote in with a rather perty Chun Li observation. If this is true, you may be interested in this next missive...

CHUN LI NON-PERU SHOCKER

DEAR SEGA MAGAZINE,

Now then. About SF2. And about that sad weasel of an anonymous letter writer whose letter appeared in SEGA

MAGAZINE 11. And also about Chun Li. Listen up Anonymous, Swords, Co Dublin, Ireland, I don't know (or want to) what you do each night while playing SF2 BUT Chun Li is one of my favourite characters who I like to control and I have paused the game in weird places (mainly to fetch a snack or beat my sister or something [or get some tissues, eh? - SM]) and have seen that: 1 Chun Li is not naked under her costume (come on, this is a respectable middle-aged Chinese woman for Pete's sake!)

2 You can find this out by pausing the game when Chun Li is jumping, executing her whirlwind kick and when she is sweeping.

3 You filthy tyke, if you're reading, what you saw was her underwear which has a string behind. The front is well covered I assure you. Don't think you're the first to notice this because you aren't.

4 If you are playing as Chun Li in grey and you lose, you may see something which is not what you think it is. If you play her in blue or red you can see it's just an illusion! What a relief! Ha ha ha, yeeeessss.

Aaanyway, must dasharooni. Call of nature. Congratulations on a great mag and more of those great issues please!

Anonymous, Twerton, Bath.

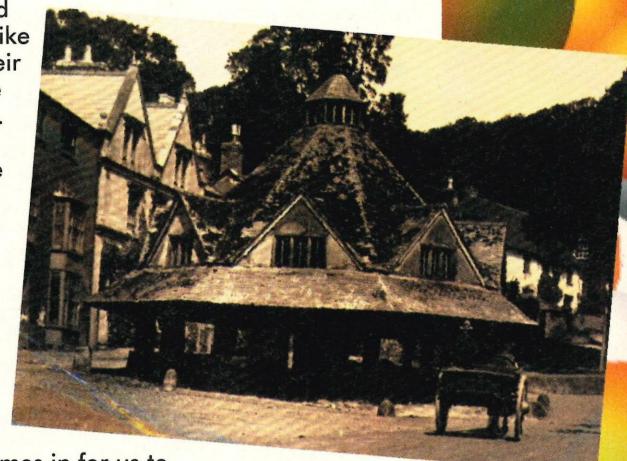
SM: And I suppose you just happened to notice all of this didn't you? You weren't looking or anything, were you? I mean, it's not like you spent hours glued to the

screen blinding yourself is it? And indeed, I put it to you sir, that Chun Li is not, in fact, a respectable Chinese woman but a pretend games character, entirely the figment of somebody else's imagination. Ireland's Anonymous is invited to reply in their own defence. Perhaps we could have the first postal scrap in history.

HOW SAD, NEVER MIND

DEAR SM,

As you are affiliated with Sega I would like your opinion on their rules governing the rental of cartridges. First of all with the price of an average Sega cart being around £49.99 or more, there is an increasing number of people who are renting or trying before they buy. A friend of mine runs the local rental shop and gets all the new games in for us to rent, the likes of Mortal Kombat 2 being the newest. Just for the record he also rents Nintendo cartridges as well. He recently had a visit from what can only be described as an undercover Sega spy, who found out he had all the new games for rent. The owner then received a letter saying that his license had been revoked for breach of rental rules. Effectively Sega have now closed down his shop. They also demanded that all games he had for rental carried the official Sega rental sticker at a cost of £5 each, as he had about 160 games that comes to about £800. Also, the only games he can



rent are the ones from Sega's list, ie all the old titles. This makes me wonder what the £500 license fee Sega charge is actually for. When he asked Sega why he couldn't rent out the new games, their reply was that if he rents a game out, then people are less likely to buy the game for £50, as they can pay £1 for a night from his shop. In my opinion this is utter garbage, people are MORE likely to go out and buy the game after playing it first then going out and spending £50 outright on what could be a potential duffer. As the owner had almost 720 members, most of whom were regular customers, he often had people coming back with a game saying they liked it and therefore were going to buy it. Now theoretically Sega have lost 720 potential customers, if they are spot checking every rental shop then that could add up to a lot of lost customers. Why do Sega charge extortionate prices for a rental licence, then only allow old crap to be rented. Nintendo do not charge for a licence and also do not mind which games are rented out, if they don't have any hang-ups about it then why should Sega. Now we have nowhere to try out the latest games and Sega have put somebody out of business, this isn't a very good advert for a company who claims to "take you to the next level". I know they've taken somebody down a level. Can you explain Sega's actions as it seems wholly unfair?

Keep up the good work,
Graham Hall, South Shields,
Tyne & Wear

SM: It's great to see a man who gets all of his facts absolutely right - and I'm afraid that just isn't you, Graham my old son. For the record, Sega do have a rental license fee and Nintendo don't - but the thing is Nintendo don't officially allow renting of videogames at all (so maybe, in theory, your mate was breaking the law). As for your rather sad argument about only the old games being for hire, you're a bit off base. Some new releases go straight to rental on the day they're available in the shops - NBA Jam and Mortal Kombat II spring to mind. It's true that you need to wait for some games to become available on the rental scene, but that's the nature of the beast, to be honest. It's just one of those things. As it stands, rental in any shape or form can only be good for gamers. Just because it wasn't so great for your mate, there's no need to get all stroppy.

APPALLING GAME GEAR REVIEWS/ PREVIEWS

DEAR SIR/MADAM

I have recently bought a copy of a magazine published by you called SEGA MAGAZINE. I have also previously bought copies of several other magazines and in all seven have been appalled by the amount of Game Gear reviews/prevIEWS. Here is a table showing what I mean - [Actually, here it isn't. It was all

pretty meaningless so we couldn't be bothered laying it out all over again - SM]

I think you should look into publishing the first all Game Gear magazine. I think that this magazine would be very popular because it

would be better value for money and a lot of people have Game Gears because they can't afford Megadrives or Master Systems. I also happen to know that there is an all Game Boy magazine and that there are just as many Game Gear owners as Game Boy (I personally know

four ((including me)) here in Eastbourne!).

Please acknowledge my letter because this suggestion is in your interests and has taken up my time.
Rowan Collins

SM: Here's a tip Row - don't get all narky when you don't have the last word. For starters, that table was completely pointless - you're comparing only one issue of each magazine, and the issue dates are months apart so there's no way you can make a clear comparison about anything. Secondly, there are about 2.5 million Megadrive owners in the UK, and only around 150-200 thousand Megadrive-centred magazine sales. Comparatively, there are two million or so Game Boy owners and only around 700,000 Game Gear owners. The Game Boy mag you mentioned doesn't sell anywhere near as many copies as most mags, and it has a target audience four times larger than that of the Game Gear.

How is anyone supposed to make a living out of a Game Gear specific magazine, eh? For the last time - we cover all the Game Gear stuff we can get our hands on, it's just that there isn't much of it these days.

ON A LIGHTER NOTE...

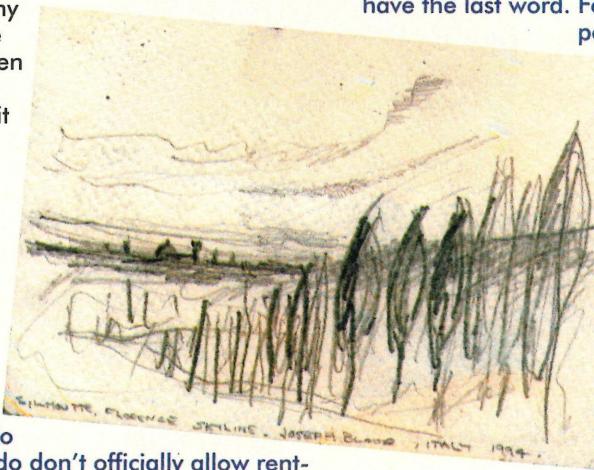
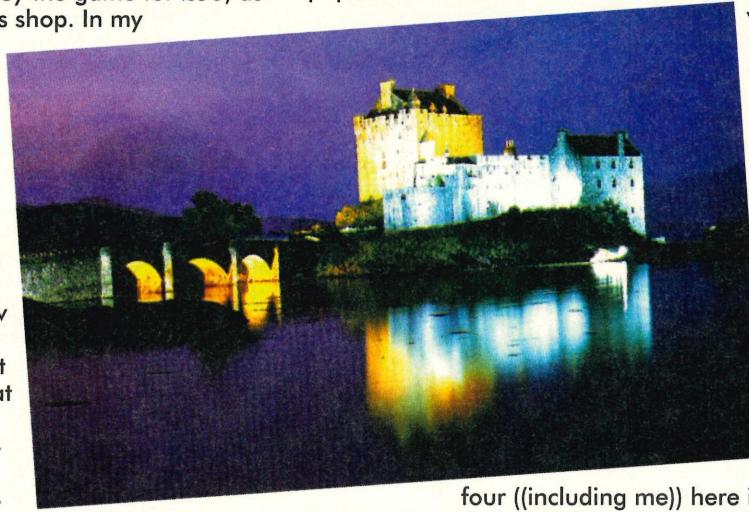
DEAR SEGA MAGAZINE,

I've been wanting to buy a computer game for ages but I don't know which game to get, can you tip with some good games?

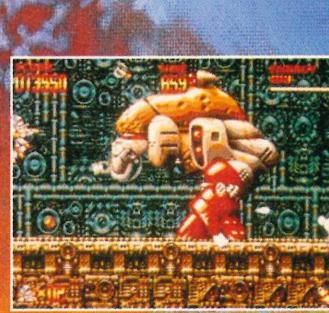
Neil Shutt, Grimsby, South Humberside

SM: I'd go for Micro Machines 2 myself, but you can't really go wrong with Earthworm Jim or Mortal Kombat 2 either. Why don't you try going down to your local rental parlour where you can sample the delights of all the very latest games for a mere... oh, sorry. Never mind.

Ok, that's all for now, party people. Go on, clear off. Read the rest of the magazine or something. And stop staring. It's rude.



MEGA TURRICAN



LET THE

BATTLE

COMMENCE



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Q+A

It's that jolly jolly time again, and never ones to spoil peoples' fun, we've attempted to answer all your game choice queries this month. After all, you wouldn't want to end up with Ultimate Soccer instead of FIFA, or Taz 2 instead of Sonic 45, would you? Just make sure you show your Mum this mag before she goes out for those last minute Christmas shopping trips. And no looking around the house for your presents while she's gone.

In the meantime, if you feel like dropping us a line, you can write to us at DID YOU KNOW SANTA IS AN ANAGRAM OF SATAN, Q&A PAGES, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

LOOK AT THE QUALITY

DEAR SEGA MAGAZINE,

Please could you dip into your Sega related pool of knowledge and answer a few questions for me.

- 1 With a 32X plugged into a Mega-CD will the video quality of games like Double Switch and Prize Fighter be improved?
- 2 How much will the games be for the 32X?
- 3 Will the 32X games that use the Mega-CD come in cart or CD form?
- 4 Will Lunar the Silver Star ever be released officially on the Mega-CD? It's probably the best Mega-CD game around.

JAMIE BIRKINSTAR, SHEFFIELD

SM: 1 No. 2 Between £44.99 and £59.99 3 4 Probably not now, although it's a real shame as the game is great.

IS IT SOPHISTICATED ENOUGH FOR ME?

DEAR SEGA MAGAZINE,

I am thinking of upgrading my Megadrive to either a Megadrive 32X or a Saturn. I want a machine that will hold its value and won't be out of date as soon as I've bought it. The 32X is a great upgrade, but it's nowhere near as sophisticated as the Playstation. Should I buy in November, or invest my money in Saturn next year?

2 Will Mortal Kombat II be released on both the 32X and the Saturn? If so, should I buy the Megadrive version, or wait for the arcade perfect conversion?

ALI SCOTT, MERSEYSIDE

SM: The difference between the 32X and the Playstation is not only the technology, but the price too. Plus the PSX isn't officially released in the UK until September of next year. If you want to buy one on import it will cost you upwards of £450. The 32X will only cost £170 and you can play the games NOW. All the games released for it will be available in the UK and Sega have great release schedule lined up, so it's hardly going to be outdated as soon as it's released. Whether you buy a 32X or wait for a Saturn is completely up to you but remember, you won't be able to buy a Saturn until September of next year either, and again it will cost around £400. 2 Mortal Kombat II will be released on the 32X, although there's no confirmation that it will be released on the Saturn as well. And of course, the conversion to the larger machines will be better than the Megadrive version, but they're nowhere near completion at the moment.

GIVE ME POWER

DEAR Q&A,

- 1 When will the Saturn be released in the UK, and how much will it cost?
- 2 Will it be dedicated to gamesplaying and audio CDs, or will you be able to use it in other ways too?
- 3 How powerful is it?
- 4 Which are best: SH2 chips or SH9 chips?

MATT WHYNARD, NOTTINGHAM

SM: The Saturn will probably be released in the UK in September 1995, but an official price has yet to be set, although it will probably cost around £400. Because of the

high price, the machine will be used in a number of ways... for games, for music CDs, and for numerous other packages too. Unfortunately, as the machine has only just been released in Japan we'll have to wait and see how the packages for it develop. 3 Very powerful. I mean, what a dumb question. 4 We'd like to know where you got "SH9" chips from as they don't really exist, do they? SH1, SH2 and SH3 yes. But "SH9"?

WHAT ABOUT ARCADES

DEAR SEGA MAG,

1 Will Mickey Mania be any good, as most of his games are really slow?

2 Where will the Saturn leave arcade machines? They cost more than six times as much as the Saturn, and the Saturn can produce the same graphics. Does this mean there will be a new generation of arcade machines too?

ANON

SM: Mickey Mania is a little faster than the previous Mickey games, although it's still no where near as fast as Sonic. But it's still a great game. 2 An arcade game such as Virtua Fighter costs around £4,000 to £12,000 when it's first released, depending on the cabinet. If someone decides to release it on another machine, it's more a matter of converting what's already there. They don't have the extra overheads of development and can therefore produce the conversion at a much cheaper price. But this doesn't mean that the Saturn will be producing better games than you can play in the arcades. Developers will just concentrate on designing new technology using new chips and programming techniques. So you can expect to see some awesome arcade games in the near future - check out Virtua Fighter 2 for proof!

ALIEN AHoy

DEAR SEGA MAG,

I've heard that Virtua Fighter 2 will be released soon, and that it will feature amazing texture-mapped graphics as in Daytona. Is this true, and if so, when will we be able to play it in the arcade?

2 Will Virtua Fighter 2 be converted to the Saturn?

3 Why wasn't Bomberman 2 converted to the Megadrive instead of the original Bomberman?

Answer these questions and unearthly power will be yours.

ANDREW STEVENSON, EDINBURGH

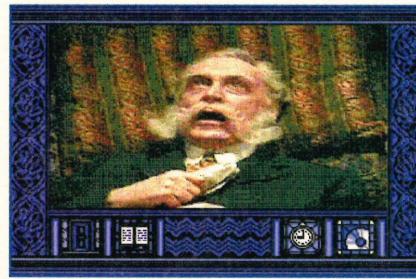
SM: 1 It certainly is true. The graphics employed on Virtua Fighter 2 are absolutely amazing, and the backdrops are of a similar style to those seen in Daytona. You'll be able to play it in the arcades at the end of January, although it may arrive sooner at key Sega testing sites. 2 Head of AM2, Yu Suzuki, has just announced that a conversion is forthcoming. 3 For the Sega version of Bomberman, Hudsonsoft actually created a special Sega-specific version that has different gameplay elements to the previous NEC and Nintendo versions.

CAN'T GET PAST THE SECOND NIGHT

DEAR SEGA MAGAZINE,

When I saw your showcase for Dracula Unleashed on the Mega-CD, I rushed out to buy their game immediately. I've had it for a couple of months now and I think it's brilliant. There's one problem though - I can't seem to get further than the second night. I've tried everything I can think of and nothing seems to work. Please please please tell me how to do it.

A DESPERATE DRACULA UNLEASHED FAN



▲ Dracula Unleashed: causing hassle.

SM: Well, you're in luck, because the complete solution to this game is in the tips book attached to the front of the mag. Aren't we nice, eh?

I'M NOT A SPOILT KID

DEAR SEGA MAG,

Since I've had my Megadrive, I've piled up quite a few queries:

- 1 How much does it cost to get a game developed?
- 2 Where do you send proposals for a new game?

3 Do Sega program games on the Amiga, and do you need special equipment?

4 Will Sonic the Coin-op ever be released on the Megadrive?

5 Will there be a Game Gear 2?

6 Lastly, I want to complain about the price of Videogames. I mean £70 for three courses in Virtua Racing is just pathetic. I love the graphics, but I think they spend too much time on them. Take Sonic 3. It looks really great and everything, but I completed it in two days. I only get £2.25 pocket money a week and it takes me ages to save up for a game. I suppose buying games becomes easier when you have a job. Do you think games will be cheaper in the future?

ANON

SM: 1 Anything from around £10,000 to £1,500,000 - depending on the complexity of the game. 2 You can send proposals for a game to Sega at 247 Cromwell Road, London SW3. 3 No and yes you do need special equipment. 4 No. 5 Rumours persist of a hand-held Megadrive currently in development... 6 If the future is CD, perhaps. But cart prices will always be expensive.

SONIC IS MY

LIFE

DEAR Q&A,

I've tried to get printed in your magazine before, but no one seems to reply to my letters. Please please answer this one.

1 Will Sonic Spinball or Sonic in Triple Trouble ever be released on the Mega-CD?

2 Is any other Sonic game in development for the Mega-CD?

3 What has happened to Sonic Chaos II? You had a sneak preview a couple of months ago, but since then, there's been no more screenshots revealed. Has it been scrapped?

BARRY GRIFFITHS, LLANDRINDOD

SM: No. 2 No. 3 Sonic Chaos II was renamed as Sonic in Triple Trouble, which we have reviewed in issue 11 (it got 71%).

I'M A BIT SLOW

DEAR ALL AT SEGA MAG,

I hope you and your amazing brains can answer my very simple questions.

1 Are Mars and the Megadrive 32X the same machine?

2 Do you have any more news on Street Fighter 3?

3 How much money do you make from selling SEGA MAGAZINE every month?

4 Could you please print a poster of SSF2 or Earthworm Jim?

5 Which game should I ask for this Christmas: Super Street Fighter II (I already have champion edition), mortal Kombat 2, Urban Strike, Streets of Rage 3, Theme Park or Sonic and Knuckles (I already have Sonic 3).

L MYCOCK, STAFFS

SM: 1 YES. 2 Not at the moment, but you can bet that Capcom are beavering away on it at this very moment. 3. You wouldn't believe us if we told you.

4 I don't think so. 5 I'd go for Mortal Kombat 2 or Sonic and Knuckles. By the way, your name provoked much amusement. What does L stand for?

WILL IT COST MORE?

DEAR SEGA MAG

Can you please answer some questions for me, as I

have to know the answers by Christmas.

1 If I get a Megadrive 32X for Christmas, will there be a game to go with it? Can I buy a pack complete with a game and will it cost me more?

2 I'd like to get Virtua Racing on the Megadrive for Christmas, but do you think I should wait for the 32X version, even though it will cost more?

3 If I sell Sega games second hand will I need to get a special licence and pay royalties to Sega?

4 Will Road Rash or a flight sim ever be released on the 32X?

5 Please say hi to Kendo Sazki Max and all the CBM and UA crew.

Thanks,

CHAN, LONDON



▲ VR Deluxe: First 32X game.

SM: There will be games available for the 32X as soon as it's released, although the machine doesn't come packaged with a game. 2 If you're getting a 32X anyway, you may as well buy the 32X version of Virtua Racing, but it's not worth buying the machine just to play it. But don't forget

there's other games like Doom and Star Wars Arcade on the 32X too. 3 No 4 Afterburner will be available for the 32X in January (which isn't really a flight sim, sorry!), but there's no plans to release Road Rash yet. 5 No.

MORE SONIC

PLEASE

DEAR SEGA MAG,

It would be an honour if you would answer my humble questions:

1 Is Doom as good as the 486DX2 or Jaguar versions?

2 Is Sonic and Knuckles more difficult than Sonic 3?

3 I'm definitely getting a game for Christmas and I love platformers. I already have all the Sonic games, so what do you think I should go for next. Which would you recommend out of Dynamite Headdy, The Lion King, Sonic and Knuckles and Earthworm Jim?

4 What's this new Sonic game for the 32X? Is it a conversion of the Sonic arcade game or is it a new Sonic game?

5 Could the 32X actually produce a decent version of Daytona?

MARK SMITH, BIRMINGHAM

SM: It's not as big as the 486 or Jaguar versions, but it's definitely as good to play - and that's what's important. 2 Yes. 3 Dynamite Headdy or Earthworm Jim. 4 Sega are still not sure whether to release another Sonic game, although a 32X Knuckles game is in development which may see a couple of appearances from Sonic. 5 Who honestly knows? We're pretty sure the gameplay could be replicated well, but the graphics would have to be far less complicated to keep the speed up.

LIKE, HOW MUCH?

DEAR SEGA MAGAZINE,

How much will games cost for the Megadrive 32X? Will they cost more than £70?

2 When the Saturn is released in this country, how much will it cost? How much will the games be?

3 Will a normal television be able to cope with the power of the 32X?

4 Will there be a light gun for the 32X?

5 Will Duel ever be released for the 32X?

6 Will Sega be making a 64-bit machine?

Nintendo have.

SM: Games for the 32X will cost between £44.99 and £59.99. 2 No-one knows for certain. 3 Yes. 4 Probably not. 5 Maybe. 6 Saturn is good enough!

RELEASE SCHEDULE

DECEMBER

32X

DOOM
STAR WARS
ARCADE
VIRTUA RACING
DELUXE

MEGA-CD
ECCO 2
DRAGON'S LAIR
EYE OF THE BEHOLDER
BC RACERS

MEGADRIVE
PAGEMASTER
POWER RANGERS

GAME GEAR
X MEN 2
TAZ-MANIA:
ESCAPE FROM MARS

JANUARY

32X
AFTERBURNER
SPACE HARRIER
COSMIC CARNAGE

MEGA-CD
MIDNIGHT RAIDERS

MEGADRIVE
DAFFY DUCK
BONKERS
RISTAR
SOLEIL

MASTER SYSTEM
SONIC SPINBALL

FEBRUARY

32X
GOLF'S BEST 36 HOLES
FAHRENHEIT
MIDNIGHT RAIDERS
SURGICAL STRIKE

MEGADRIVE
ATP TENNIS
STRIKER
ASTERIX - POWER OF THE GODS

GAME GEAR
RISTAR
MICKEY MOUSE 3
STRIKER

With the Christmas rush and everything, it's quite possible that many of the games listed for release here may slip into later months. If the game you're after hasn't appeared in the shops when we said it would, don't phone us - it's not our fault! Phone Sega's release hotline instead and they should be able to sort you out with all the relevant info. You can phone them 24 hours a day on (071) 244 2698, but you'll need a touch tone phone to be able to get through.

That's all for this year, but while you're feasting on the last remnants of the turkey, spare a thought for us helpless wretches here at SEGA MAG. We'll still be here working right through the festive season to bring you next issue's Q&A. Well, as Rich said, someone has to do it, but then he's just gone to Barbados for five weeks. But he did say that we could order a special Yuletide KFC bargain bucket and a couple of party popper packs before he went.

FIGHT TWO-

It's Jacky versus Shun. The camera starts off above the combatants before swooping down and panning back. Let the fight begin!

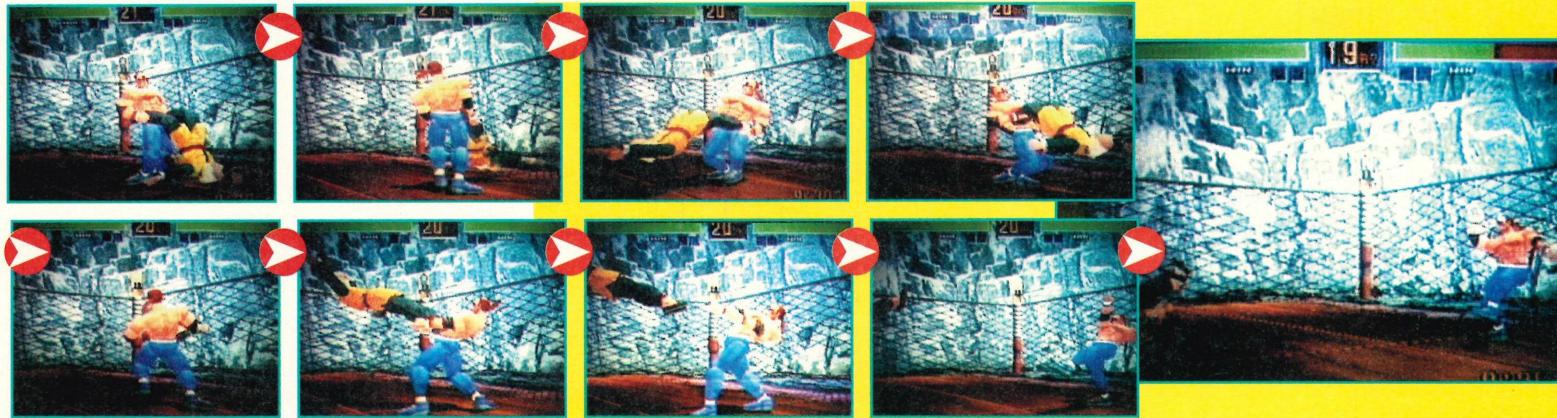


Another pre-fight 3D journey. Starting yards behind Lion, the camera zooms in before swinging around front to set up the fight. The smoothness and speed is staggering: all this takes place in less than a second.

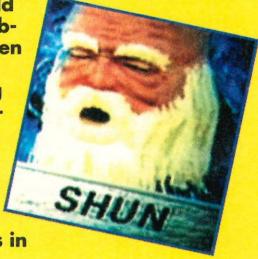


Ready!

Wolf's spinning throw attack returns in Virtua Fighter II. Here, the hapless Shun is the victim as Wolf unleashes his trademark attack.



NEW CHARACTER: SHUN



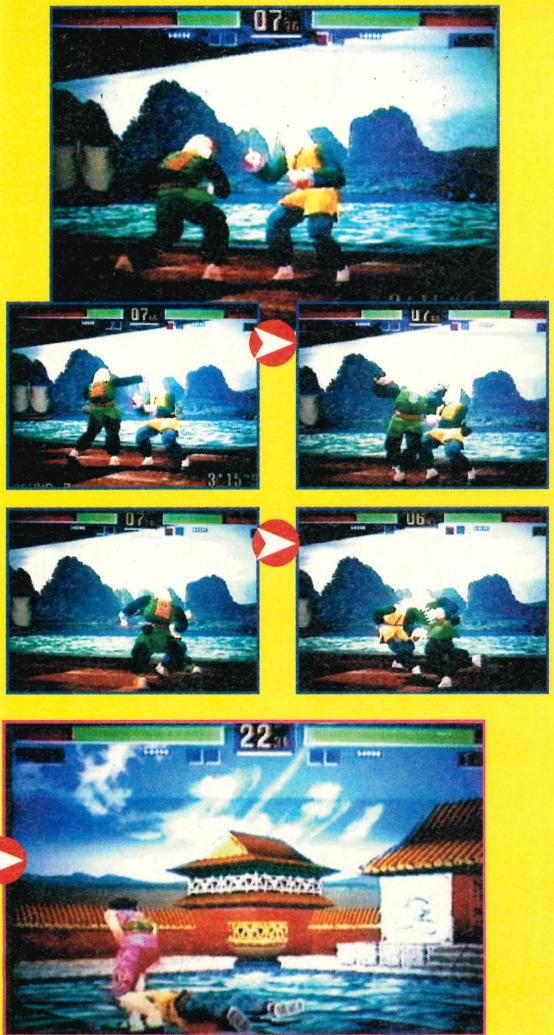
This hard-drinking old man lurches and wobbles all over the screen - before getting in close and unleashing some incredible combination attacks! There's no doubting that despite his alcoholic activities, Shun is one of the most adept Virtua Fighters in the game.

Go!

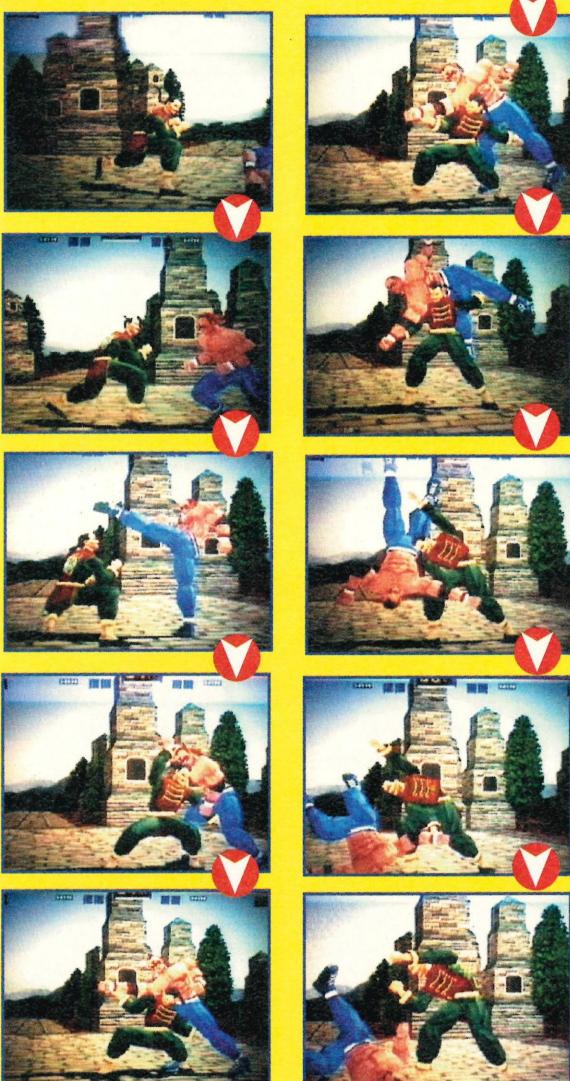


You may have been stunned and frankly amazed by our Virtua Fighter II shots as revealed in the last two issues of **SEGA MAGAZINE**. Well, just looking at pictures isn't good enough for us, so we tracked down the only Virtua Fighter II machine outside Japan and had an extended free-play session. Armed with the latest audio-visual capture technology, Richard Leadbetter brings you this stunning showcase.

It's Shun versus Shun! Although totally drunk for the entire duration, Shun's able to launch some amazing attacks, such as this multiple hit spinning punch attack. From the second picture onwards in this sequence, you're seeing one hit connect! Devastating.



Lau versus Wolf. Having decked Wolf, Lau moves closer. Wolf recovers and unleashes a deadly kick. Lau ducks beneath it (notice the way he keeps eye contact!) before grabbing his opponent and unleashing a super-damaging throw.



Sega must have been pretty confused by Virtua Fighter's earnings in the arcades. After all, its immediate predecessor, Virtua Racing brought in hundreds of thousands of pounds worth of revenue and was instantly acclaimed as one of the greatest coin-ops ever. Virtua Fighter didn't perform anywhere near as well, and although it wasn't a disaster by any means, the game just didn't take off at all in America and Europe.

Even stranger is the reaction to the game by the Japanese. To begin with, it was met with the same level of indifference that it did elsewhere, and yet months later it became the single-most successful coin-op in Japan. Everybody went Virtua Fighter crazy - and as we write, it remains the most successful dedicated arcade machine in the Land of the Rising Sun.

And now, the sequel is just about ready for release. Sega's elite arcade developing force, AM2, have handled the programming duties and produced a frankly awesome game. The actual gameplay itself remains very similar indeed to the first Virtua Fighter coin-op. The aim is still to wear down your opponent's energy bar or knock them out of the ring. The game still employs the same game mechanics and each character, more or less, has the same moves that they did in the first game. This means that accomplished Virtua fighters should have no problems whatsoever getting to grips with the new game. However AM2 have programmed in hundreds of new moves for the established characters and tweaked some of their attributes. There are allegedly over two-and-a-half times as many moves in the sequel as there were in the first game.

Also, as you probably know by now, there are two new characters to master - both of them totally different from any other fighters you'd have seen before. We'll be showing off a bit more of Lion and Shun later on in this showcase.

THE BIG DIFFERENCE

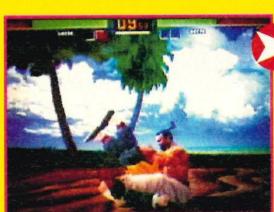
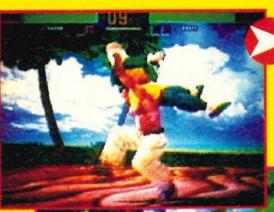
So, in terms of gameplay, Virtua Fighter II remains much the same as the first game, so what is new exactly? Well, it's pretty obvious really. It's the graphics. The first Virtua Fighter game is still a graphical masterpiece. No other fighting game has the same kind of realism by ➡

Virtua Fighter 2

Lion takes on the final guardian in the game: the mighty Dural! Even though his reflexes are dulled (this fight takes place underwater) and the fact that Dural has access to everyone's moves in the game, Lion still puts up a decent fight.



Jeffry appears much later on in the sequel and is a formidable opponent indeed. His throws remain his most powerful form of attack. As you can see here.

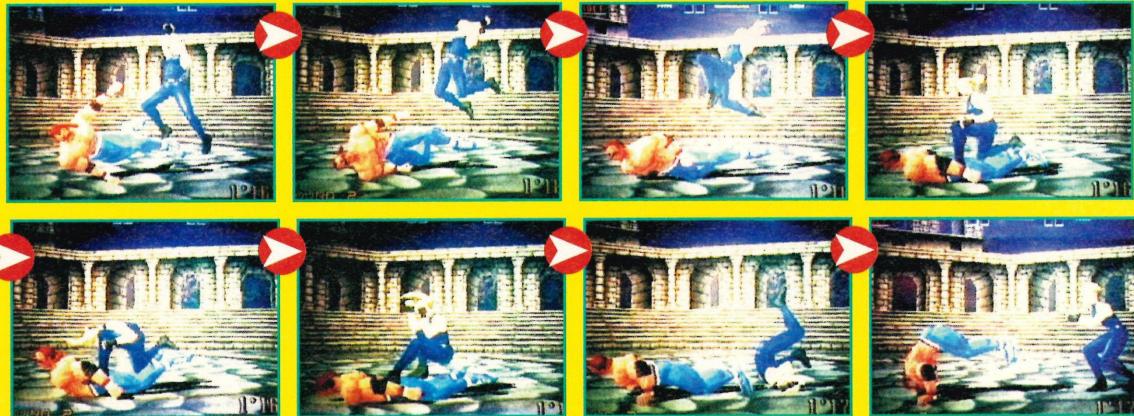


NEW CHARACTER LION

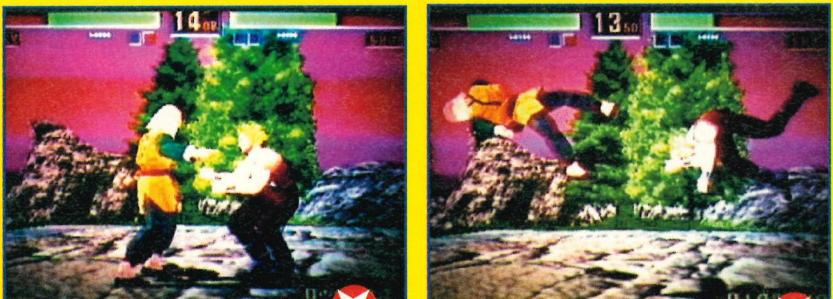
The original eight Virtua Fighters share many different combat techniques. However, Lion's martial arts skills are totally alien in comparison. His style of Preying Mantis Kung-Fu is heavy on tripping people over - whereupon Lion kicks the proverbial shades of shinola out of them! In one word, deadly.



Wolf is defenceless on the ground as Sarah leaps in with a devastating flying knee attack. No chance Wolf, my old son.



Jacky has learned many new techniques - but this backwards somersault kick (which appeared in the first game) is still mighty impressive. And damaging - as Shun is discovering.



EYE CONTACT

Much subtlety has been employed in making Virtua Fighter II even more uncannily realistic than the first game. Case in point: look at this screenshot (left, down a bit). Notice something odd? Well, take a look at the characters' heads. The fighters keep eye contact most of the time. In this case, Kage has decked Shun but keeps an eye on him as he gets to his feet.

HIGHSCORE FRIVOLITY

Remember the Death Star highscore entry system in Virtua Star Wars? Virtua Fighter II goes one better. Your fighter struts around the letters, beating up the characters that spell out your initials!

CAMERA ANGLES

Just like the original game, Virtua Fighter II features some stunning camera shots...

any stretch of the imagination. In no other fighting game do you actually "feel" the blows hitting home as you do in Virtua Fighter. And now, thanks to the wonders of a specially enhanced Model Two board, that realism has broken new barriers. The characters are composed of twice as many polygons as in the first game - and each and every one is texture-mapped to heighten the realism. And rather than simply fight on a plane suspended in nothingness, Virtua Fighter II is based around uncannily realistic backdrops. Particularly impressive examples are fights taking place in front of a castle - and best of all, combat on a large raft drifting down a river (you even float under bridges!).

Also, try comparing the frame rates of the two Virtua Fighter games. It's amazing just how jerky the first game looks now. Virtua Fighter II is twice as smooth as the first title (and in fact, it can't be any smoother with current arcade monitor technology) as well as having so much more incredible detail. It runs at 60 frames a second, as opposed to the first game's (and the Saturn version's) 30 frames.

SO IS THE SOUND A LOT BETTER AS WELL THEN?

Erm, well, the characters have a bit more sampled speech than they did in Virtua Fighter I, although it's not as clear as it should be. The version of the game we played was not quite complete and this is one area where AM2 are said to be tightening the game up.

The first Virtua Fighter game boasted incredible soundtracks (and the game music, available on CD in Japan turned out to be a best-seller) and the music in Virtua Fighter II is just as good. The coin-op we had access to was the full-size 50" projection monitor version, with incredible stereo. There are bound to be cheaper stand-up versions available, but it just wouldn't be the same.

THE SCORES ON THE DOORS

Overall, Virtua Fighter II is an incredible milestone in coin-op technology. The graphics are frankly world-beating, easily putting the likes of Killer Instinct in the shade. Even just watching someone else play the game is entertainment enough. In terms of gameplay, Virtua Fighter II easily holds its own, although people who didn't like the play mechanics of the original game are unlikely to change their minds about it with the sequel.

The game is totally amazing - there's no doubt about it - and we have high hopes that it'll be as successful for Sega Amusements as Daytona USA was. It certainly deserves to do well, but then again, we said that about the first game...

Virtua Fighter II is in the final stages of development and should be available in the New Year. SEGA MAGAZINE would like to thank Julian at Hamley's Metropolis for his help and Hamley's Virtua Fighter regulars for getting to the end of the game!

Think you've read war stories before? Mister, wait till you see what's in store for you here. It's the greatest! Join Sergeant TOM 'FURY' GUISE as he leads you into action. Come on, you lunkheads, we got us a war to win!

Wakey, wakey. Rise and shine. Get out of bed you 'orrible lot. It's another wonderful day in the corp. Aw Perkins, have I disturbed your beauty sleep? I'm sorry sonny, I had no idea you were so tired. Now get your fat rump out of that bed before I use it for bayonet practice! Good lord Simmons, look at the state of you lad. Is that your body or a scarecrow made out of skinned chickens? By the Queen Marm, I've never seen a more pathetic rabble in my life. But don't fret, boys and girls, that's why I'm here. Sergeant Fury is going to make a man out of every one of you. Yes, even you Johnson, although in your case that might mean surgery. Haw haw haw. Find

that funny do you Peters? Something tickle your fancy, laughing boy? Let's see you chuckle after you've been breaking rocks for a week, with your teeth! I've no time for merry munchkins in my regiment. Only cold, battle-hardened munchkins. Breathe in that air, troops. Know what that smell is? That's the smell of war, lads. Out there, beyond the fence. Who knows what's lurking out there. Jerry? Charlie? Kenneth? Only one things is for sure, it's war out there, munchkins, and if

you're not quick enough, you're Cannon Fodder. Hit it - Graham...



MEET THE GANG...

Cannon Fodder is Virgin's latest Megadrive offering and as the name suggests it's all about WAR. The pain, the suffering, the wasteful loss of human life, the social and political difficulties that have driven two nations into mortal conflict. All these matters are dealt with in a most tactful manner - by completely ignoring them. Yep, it's just a good old-fashioned game of battleground combat, capturing all the fun of those bygone playground days, when groups of young rascallions would run around pointing their fingers at each other and making stuttering noises in their throats before arguing about who shot who. Yes indeed, this is war at its most horrific. It's all about blasting away the enemy and winning. Gung-hooooo!



'COS THE BOYS ARE HERE...

So, how does one get involved in all this 'war' malarkey? Well, it's simple enough trooper. Just get yourself an army and take out the Hun! At the

start of the game a number of new recruits sign up at your camp and these form the basis of your 'howling commandos'.

Taking on a plan view, the aim of the game is simply to lead your squad into enemy territory and complete your mission objectives. At first, these objectives are pretty straightforward - kill enemy scum! Using a pointer and the A button, you can steer your commandos around. When enemy targets are in range just point the target at them and hit the B button to fill them full of lead. No problemo. Before long though, the missions start getting a bit trickier. There are more enemy troops, the

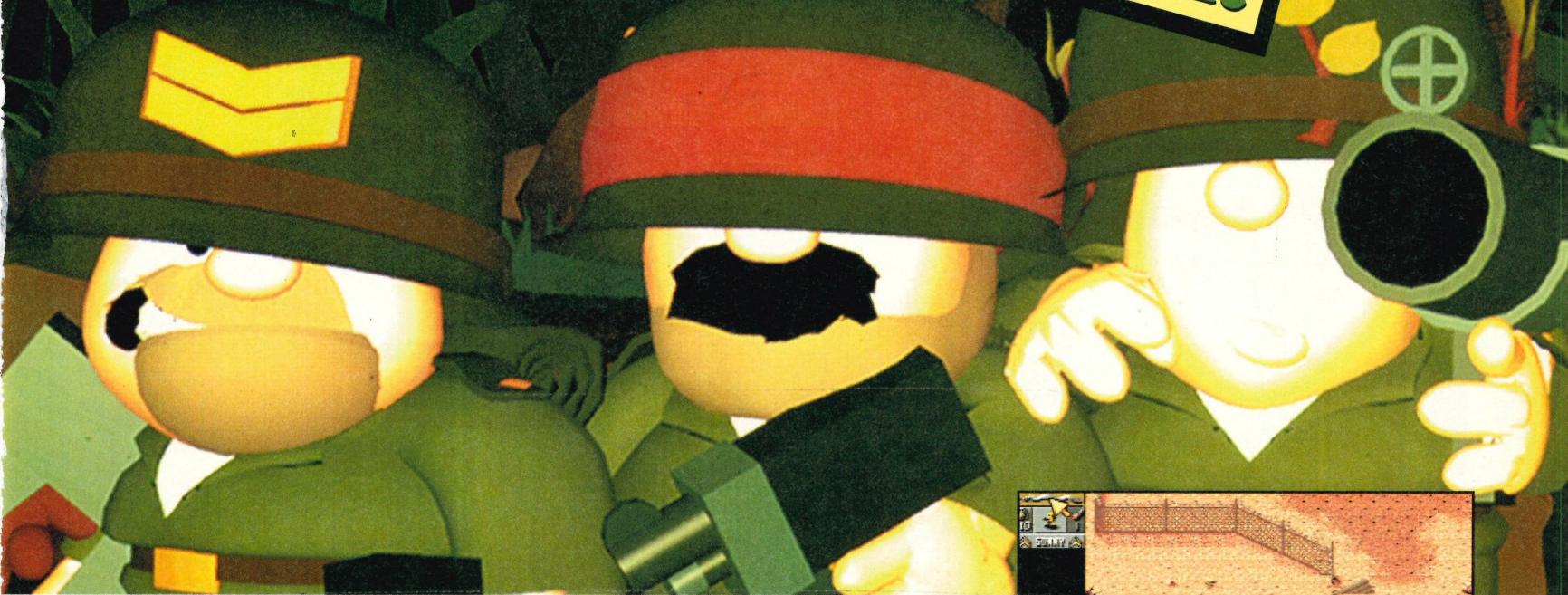


▲ Just off to the grocers, dear. I'll take the chopper.

▲ Typical, you can never find a free helipad on saturdays.

LE HOT mum

CANNON FODDER



THE BOYS TO ENTERTAIN YOU...

Let's face it, playing war is fun. Okay, so it may not be politically-correct, but it's fun. Of course, it's more fun if you get to see a bit of gore. Watching a friend fall down in a frenzy of bad-acting in the playground is one thing, but when you're playing a video game you expect to see some blood, a rib-cage opening up perhaps, the soft impact of bullets thudding into human flesh. Well that's what makes Cannon Fodder such a laugh to play. Knock out an enemy and they fly through the air in a spray of ketchup. Sometimes they die, sometimes they lie there screaming. Hit them with more shots and the little blighter is thrown back even further. It's excellent fun riddling an enemy with bul-



▲ Hey, it's old Mr Gregory by his potting shed. Let's kill him.



▲ Ha, the old guy sure went down. Let's nick his car.



▲ Woah, this banger really moves. Smells of wee, mind.



▲ Oh man, I've found his dentures in the glove box.

lets and bouncing them around the screen. Sound horrible? Well let's just remember, these figures are five millimetres high and fictional.

Of course, it's a different story when one of your own five millimetre high, fictional troopers takes it in the chest. Those scumbags... they'll pay.

terrain gets more difficult to navigate, booby traps are hidden in the undergrowth, buildings have to be destroyed and eventually enemy vehicles appear on the scene. Hey soldier, no-one said war was easy!



▲ Nice bonfire, Ted. Mr Gregory sure burns well.



▲ Now let's bung his remains on the allotment.



B-O-Y-S, BOYS TO ENTERTAIN YO-OO-OU!

Mind you, enjoying the plight of the blood-splattered computer troopers soon takes a back seat to completing each mission, because, cute and humorous as Cannon Fodder is, it's also rock-hard. Before long, the missions really become complex and it takes a good deal of thought and strategy to work out how to get through each one. Try marching through each level, guns blazing, and before long you'll be fresh out of recruits. With tons of missions to its name, the only way to beat the game is to learn how to control your troops, breaking them into smaller squads, scouting each area for hidden soldiers and traps and knocking out enemies with a variety of weapons. It may look simple and play very easily, but Cannon Fodder is one of the most difficult and skillful games around. That's war for you, folks.

Ooh, ooh. This war thing sounds very exciting to me. Please sign me up for immediate deportation to the Foreign Legion. But before I go, please let me check out the full review on page 100; so I can find out if I really want to give my life for Queen and country.



A FEW GOOD MEN!

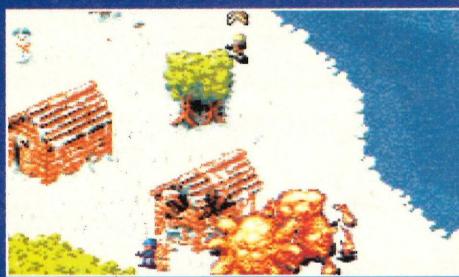
Every time you complete a mission successfully, a whole batch of new recruits join your army. However, that doesn't mean you can just keep throwing your men at the enemy without a care whether they live or die. They may look like five millimetre high videogame characters, but don't be fooled, each one of your troops is a human being and to prove it they've all got names. Jools, Jops and Stoo, for example, are your original squad. But it goes further than that. For each mission a soldier survives, they go up in rank. The higher the rank, the better the performance of the soldier. For instance, if you leave a General to guard a site, he'll efficiently take out any nearby enemies, whereas a Private would probably move too slowly to survive. This makes it all the more painful when your favourite soldier bites the dust, with only their name remaining in the Hall of Heroes.



"Welcome to boot camp soldier. What's your name?" "Jenkins sir. Private Jenkins." "Don't answer me back, you piece of snot!"



"Saigon. Goddam. The heat, the flies, danger lurking around every corner and all I can think of is my five millimetre high wife and kids."



"Lieutenant Jenkins to HQ. I've completed my mission here in Viking country. Thor and Odin are toast. Now get me out of here."



"Colonel Jenkins sir. I'm proud to be on your squad, sir. I've followed you ever since you single-handedly took out the Norse gods back in '68."



"Why thanks, private. I don't mind saying I think of myself as a bit of a hero..." (Gunshot) "Aargh nooo, my brains!"

DON'T PUT ALL YOUR EGGS IN ONE BASKET!

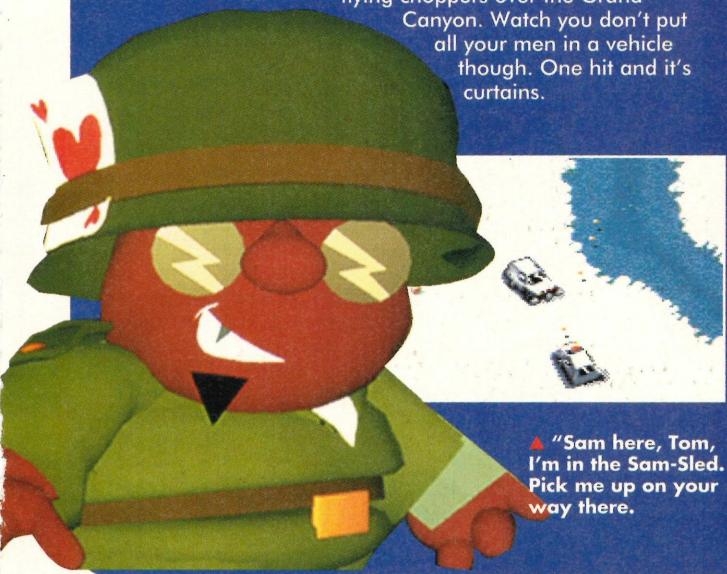
Why trudge through steaming jungles and blizzard ravaged ice plains when you could hotwire an enemy vehicle and take out the bad guys in style? Well, in certain levels you can do just that, commandeering snow-sleds to leap over ice ramps, steering jeeps through jungle country and flying choppers over the Grand

Canyon. Watch you don't put all your men in a vehicle though. One hit and it's curtains.



▲ "Come in Sega Mag crew! This is Tommy Cox at the helipad. We've got a Code 1 tips alert. Some reader in Preston is stuck on Ecco 2. Time to assemble on the battle bridge, crew."

▲ Meanwhile, thousands of miles away, millionaire playboy and leader of the team, Rick L-Boy is just putting paid to his arch-nemesis, Spendo. "I read you, Tommy. On my way!"



▲ "Sam here, Tom, I'm in the Sam-Sled. Pick me up on your way there."



▲ "Excuse me Master Tom!" "What is it Guisemobile? Tommy Cox needs the combined power of the Sega crew? Then step on it. No wait, I'm not in the drivers seat yet! Come back!"



▲ "Don't forget me. Claire. I'm in the armoured assault vehicle. Now, if I just knew how to work this thing. Youch, there go my eyebrows!"

YOU TAKE THE HIGH ROAD AND I'LL TAKE THE LOW!

Blasting away everything in sight may work in the earlier levels of Cannon Fodder, but to successfully complete later missions requires a fair bit of strategy. Picking up boxes of weaponry such as grenades and rocket launchers is always a good idea, as these are essential for blowing up buildings and enemies armed with long-range weaponry. Also a good idea, is to split up your squad, sending smaller groups of soldiers into enemy territory. That way, should your men step on a land mine or fall foul of some other trap, you've still got some troops left to finish off the mission.



▲ "Man, I'm glad we were allowed to split up and go off separately. Did you go anywhere near Carruthers? He stinks off scotch eggs."



▲ "Blast, I just stood in some crap. Hang on while I wipe it off in this bit of grass. Oh no, landmine!" KA-BOOM!



An Insector Calls

Cyberpunks are quite trendy at the moment, aren't they? But do they really exist? Who are they, and how come their hair is always bright blue? And, most importantly, why are they always called Desmond or Nigel?

Well unfortunately, due to the elusive nature of cyberpunks, it's a bit difficult to actually track one down and ask them about their underground lifestyle. But they turn up in the most odd places, mainly investigative TV programmes and bizarre computer games, and it's the latter where you really get to peek into their anarchic goings on. Extortion, hacking, smart drugs and gothy dancing in seedy clubs is all part of their daily repertoire, although occasionally they also get involved in a mankind-threatening situation of epic proportions. Which is exactly what's happened in Snatcher. SAM HICKMAN jacks in.

Remember in Invasion of the Body Snatchers, when mysterious aliens kill humans and take over their bodies? And it's almost impossible to tell them apart from real people except that they are completely devoid of any emotion? Creepy, eh? Well, the film certainly scared me pantsless when I was young, and it's still pretty eerie now. And it's quite strange, because Snatcher almost completely rips off this ancient movie's plot, simply shifting the location to Japan in 2045. So instead of terrible special effects and black and white flickery film you get terminator-style baddies, turbo cars and cyber-assistants. But you still have to discover who's behind all these dastardly deeds. Which is why you've been assigned as Chief Junker to the case. Your mission is to track down and destroy all Snatchers, then locate their underground HQ and obliterate that too. Simple? Well...

THE ROOKIE

So, you, Gillian Seed, have been signed up as a Junker in Neo Kobe, eh? What exactly does that mean? Well, a Junker is kind of like a cop, except that he's only employed to destroy Snatchers,

cyber-beings who are threatening to take over the planet. As a Junker, it's your job find out where these evil droids hang out and obliterate their HQ. Of course, you'll need some background info on the case. But before all that, a little about the game's mechanics. Snatcher is almost like an RPG you'd see on the Megadrive - like Shining Force or Landstalker. Only it's a lot more exciting, because instead of loads of boring text to read every time a character decides to say something, this adventure uses speech. And unlike many CD adventures, there's no noticeable update time between scenes. You're also pretty much free to roam around your environment, using your turbocycle as transport. This also helps to make the adventure less linear than many RPGs of the past. It's also far more adult-oriented than ANY other game seen on the Mega-CD. Sex, drugs, rock 'n' roll, you'll find it all in Snatcher, but unfortunately this also means that it's been branded with an 18 certificate.

GORE-BLIMEY

Like many Japanese games, Snatcher has its roots firmly embedded in Anime-style graphics.

MIKA

Junker HQ's top receptionist is always on hand for those essential snippets of office gossip. Anyone who wants to get into the office must pass her first, so if there's something going on, you can bet Mika has something to say about it. Gillian also has a huge crush on her, but his affections are completely lost on her.

THE CHIEF

The chief has seen millions of Snatchers in his time, although his investigating days are over. He's always on hand for advice, especially if it concerns investigative procedures. However, he's been acting a little strange recently, and half the time he's not even in the office. What's going on?

HARRY

Hopeless alcoholic, but expert engineer, Harry is the person to turn to for some top of the range weaponry. His engineering skills are unrivaled, but he doesn't like Gillian, and there's something about his past that he's hiding. Could he be a snatcher?

GIBSON

A fellow junker, Gibson plays a small but very important part right at the beginning of the game. He's discovered something crucial to the existence of the snatchers, but you may have trouble finding out what it is.

RANDOM HAJILE

A bounty hunter by trade, Random wants to see every single Snatcher destroyed. He saves your life on more than one occasion, but where did he come from and does he have ulterior motives?

JAMIE

Your soon to be ex-wife, Jamie is a scientist down at the local Neo Kobe laboratories. Just like you, she can't remember anything from her past, but she's determined to find out about it. Gillian keeps trying to get back together with her, but she's having none of it just yet.

NAPOLEON

The number one contact for all illegal goings-on, Napoleon can locate most types of information for a price. His results are always valuable so make sure you stay on the right side of him.

WOLFMAN

The bouncer down at Outer Heaven, the local nightclub. He's very reluctant to shed any light on the strange customers, but he'll occasionally give you the clues you're looking for. There's something not quite right about him though. Have you seen him somewhere before?

ISABELLA

Singer and erotic dancer at Outer Heaven. She's seen plenty of dodgy incidents, but tries to keep as far away from the punters as possible. Keep questioning her and she may just come up trumps.

KATRINA

Gibson's daughter is left all on her own after the untimely death of her father, but being a model, she has plenty to occupy her time. It's your job to look after her, but remember, she's only 18, so hands off, Grandad.

MEET THE GANG



You can question every person that you stumble across in the adventure, although most of them will give you little information of any real value. These are the characters that pop up most frequently and offer the most relevant information – but watch out, some of them could be snatchers...

METAL GEAR

Your trusty droid can be relied upon for all sorts of information, although you can't really ask him any questions – he just chips in with useful titbits whenever he feels like it. He also analyses any evidence that you happen to come across, and detects when there are possible Snatchers in the area. Also passes comment on the sad state of your love life from time to time.



JUNKER HQ

There's plenty of information to discover in the Junker's HQ. Mika will show you around at first, but after that, it's up to you to search all the nooks and crannies for clues regarding the case. Think you'll get lost? Here's a quick tour around the building.



THE FRONT

This is where Mika works, and as far as you're concerned it holds little else of any interest. You can chat away to Mika as much as you like, but it's inside the building where you'll find most of the clues.

DETECTIVE'S OFFICE

You share this office with your colleague Junker, Gibson. There's not much of interest here, although you'll need to pick up some evidence from this room early in the game.

COMPUTER ROOM

Houses the Junkers' top computer, Jordan. You can find out numerous strange facts about Neo Kobe here, as well as run ID files and photo fits past the computer databases. You'll be using this room a lot, so get used to it early in the game.

SHOOTING GALLERY

Just shooting a Snatcher repeatedly won't do much good. You have to make sure you hit 'em in the head. That's where they're most vulnerable you see. The Insectors (the creatures that Snatchers send out to kill you) also require some careful targetting, as they move incredibly quickly, and one miss is all it takes for them to swarm upon you, and kill you. The shooting gallery gives you a chance to prepare yourself for battle, and gives you some idea of the speed of the enemies you'll be up against. And if you want to impress Mika, you'd better make damned sure you score 100%.

CHIEF'S OFFICE

If you're in trouble the chief can help. He's a walking encyclopaedia of Junker facts and procedures and he knows everything worth knowing about the snatchers too. Just don't quiz him too much about the strange painting on the wall. After all, you wouldn't want him to become your enemy...



ENGINEERING OFFICE

Need some information about cars, droids or microelectronics? Then this is the place to come. Resident engineer Harry is usually on hand to help, but he's not too fond of you. Make sure you check his office over for a vital clue.



SNATCHER

ACT ONE: GIBSON'S IN TROUBLE!

Part of being a good Junker is the ability to be able to work in a team. So if your partner's in trouble, what do you do? You get on the case, like now! A call's come through from Gibson, and he's at a disused factory in Neo Kobe. He's discovered a vital secret about the snatchers!



▲ When you arrive at the factory, it all seems a bit quiet. A bit too quiet if you know what I mean. Metal Gear can't sense any motion and it certainly doesn't look like there's been anyone there for a while.



▲ But look! It's Gibson's droid, Little John! And he's been completely trashed! Who could have done it? And where's Gibson?



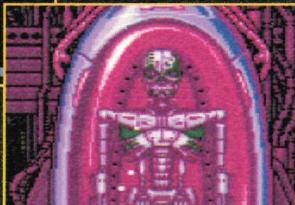
▲ A closer inspection of the factory reveals a false wall. Behind it is Gibson! But he's already dead. It just has to be the work of the Snatchers! Search his body for any clues and get back to HQ right way. The case has begun!



▲ Well, there's nothing here, everything's been checked, and there's no clues anywhere.



▲ Nothing in this room either, even though it looks really suspicious. Hold on though, what are these rails under the desk? What happens if you push them...



▲ Bingo! The rails lead to a secret underground hospital, identical in layout to the top floor, except there are only two rooms. Again, neither looks that suspicious, except for that Snatcher over in the corner there.

Argggghh! Blow him away!



▲ Victory! Except that now both you and Random have been captured by the Chief Snatcher! What now? Run for it!



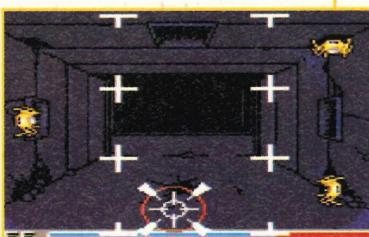
▲ Blimey, this tunnel seems to go on for ever. But wait! Here's an exit! And look where it surfaces - in Freddy Nielsen's apartment!

**ACT TWO: TAKE ME TO YOUR LEADER!**

After blowing away the snatchers in Act One, you receive some tip offs as to the whereabouts of the Snatcher HQ. The trail leads you and bounty hunter Random Hajile to a disused hospital in the poorer part of town. But when you get there, the Snatchers are nowhere to be found, and what's more it looks as if no one's been there for years!

IT'S GOOD TO TALK, INNIT

Seeing as this is the 21st century, even the most ordinary citizen has a videophone at their disposal. Simply access yours through Metal Gear and call up anyone you want. You can even call a telephone dateline if you want, although actually getting to talk to anyone is a different matter. However, sex lines aside, you'll find at least 50% of your clues over the vid phone.



▲ It's that Wolf bloke again! Why is he always in the wrong place at the wrong time? And why does he keep sneezing?

▼ You'll find a variety of freaks in Outer Heaven at the best of times. Most of them are probably like all the other Cyberpunks in the world - they look hard but underneath it all they're a bit wet really.

**INSECTOR-SIDE**

It's not just the Snatchers who are after you. Insectors, little creatures sent out by the Snatchers to kill you, lurk around every corner. Once they launch an attack, they're really fast, so make sure your gun is permanently drawn. Remember, it only takes about four hits for them to completely destroy you.

OUTER HEAVEN

There's plenty of places to find out more about Snatchers, but of particular interest is Outer Heaven, an underground nightclub. Here, the punters dress up in masks so no one can tell who they are, and it's rumoured that Gibson spent some of his last moments here too. Be discrete when carrying out investigations though - otherwise you'll get thrown out.

FIVE WAYS TO SPOT A SNATCHER

- 1 The skin on the top of their head often splits, revealing their metallic alien form underneath.
- 2 They need to carry a complete sunscreen with them at all times, otherwise their synthesised skin will begin to decompose.
- 3 The smell of the drug SNOW-9 will always be present whenever they're around (don't ask me what it smells like, it's only a game you know).
- 4 They also smell really, really bad - just like rotting flesh.
- 5 The music in the game goes all dramatic.



KATRINA'S HOUSE

After Gibson dies, there's still plenty of clues to be found inside his house. However, his daughter Katrina is still living there, which can hinder your progress somewhat. Still, search as much of the house as she'll let you, and make sure you return frequently for any updates she might be able to provide.



▲ Search Gibson's computer for a crucial piece of evidence. Do this right at the beginning of the game, because later on, something pretty drastic happens to the machine.

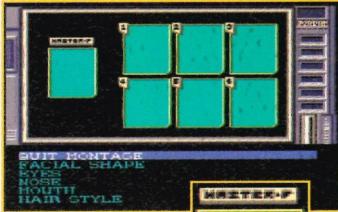


▲ Keep asking Katrina the same questions and she'll come up with loads of facts about her father. Most of them aren't very useful, but occasionally she'll throw in a couple of corkers just to keep you going.

● This is Alice the family dog. She used to be great at guarding the house, but just how did she get in this sorry state?

HOW DO THEY DO THAT?

Ever wondered how police artists come up with photofits of suspected criminals? Well, tonight SEGA MAGAZINE can reveal all. Simply get the description of your character together, then take it to the Junker central database. From the database, choose the facial features that match the description most closely then run a photo match to find out who the criminal is. Even with these primitive stick drawings, modern computers have no trouble in picking out a man from millions whose description matches the suspect's. Brilliant eh?



SNATCHER

DA SUSPECTS

Visiting suspects is all part of the job, but who'd have thought they'd live in a dump like this? Ivan Rodriguez, number one suspect snatcher is an expert air surfer with a hopeless addiction to SNOW-9, the lethal drug that's always found wherever the snatchers have been. His apartment is filthy and what's more you've found vast quantities of drug hidden inside his airboard. He's already admitted dealing Snow to his friends and you've found suncream in his bathroom too. Could he be a Snatcher, or would you go for number 2 - Freddy Nielsen. Freddy's apartment is spick and span, but he's nowhere to be seen. His wife's in though, and she seems horrified at the thought of her husband being a snatcher. The surroundings certainly don't look suspicious, but there could be more here than meets the eye. Keep searching for more clues until he returns to his apartment.

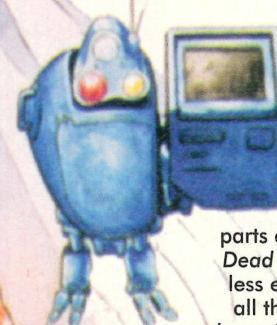
**THE REAL THING**

After you've uncovered the correct suspect, it's not long before you'll find yourself face to face with the true enemy. Snatchers don't look very frightening at first, but that's because they probably still have their human skin on. Shoot them a couple of times in the head, and their skin will begin to peel off - underneath is a robot that looks almost identical to a Terminator. Some Snatchers only take a couple of hits before they pop their clogs, but later on in the game they become much tougher. Some even spew green bile at you after they've died!

In fact the whole adventure plays like a cross between a cartoon and a comic. Most of the graphics screens are static and remain so until you choose to do something, such as open a door or investigate a person. Cartoon scenes then cut in and you're treated to sequences depicting the consequences of your actions. Some of these scenes are incredibly explicit - for instance, a dog gets thrown through a window, its guts spilling all over the floor, and later on the adventure you even get to see some rotting bodies.

Yuch! Luckily though, most of your initial reactions to the horrors displayed before you are dissipated fairly quickly, as the adventure is also very humorous, and most of the gory

parts are only funny in an *Evil Dead* kind of way. Gillian's endless enthusiasm for chatting up all the women in the game is also quite unbelievable at times as is his capacity for consuming large amounts of alcohol.



SEGA

SO YA WANNA

Ah, the Christmas season. When snow falls gently to the ground (somewhere else in the world) and our eyes turn to the skies in the hope of seeing a big, shining star. Well, the snow might be missing, but we've got the star. So come on a journey of wonderment as SANTA CLAUS introduces us to the Megadrive's latest star turn.

Ho ho ho. Hello little boys and girls. I've just finished filling my big sacks full of presents, ready for Christmas Eve. Excited? Well, if you've been a good child this year, you should be. And don't go thinking I don't know good eggs from bad. Here at my Lapland doombase I've got supercomputers which track your every move. I even know the colour of your excretion. Anyway my little elf-helpers, it's time to load up the toys. Crack to it, you snivelling slackers or you'll feel a taste of my whip. Prancer, warm up the hover-sleigh, the code is green. Right I think I've got everything. Keys, bobble hat... hang on a second, can you hear that? It sounds like sobbing. Hey, who's that in the shadows? Why it's a little star-shaped fellow. What are you doing hiding back there? You'll have to speak up, little one, I can't hear you. What's that? Your name is Ristar and you're sad because you want to be a video games hero. Well, one more platform game won't tip the delicate Yin and Yang balance between order and chaos. By Odin, we shall make a video games star out of you. Hop into my sky-chariot, little one, and I'll see what I can do (thinks – and if things turn nasty, I'll just spike the little turd on top of my Christmas tree. Ho ho ho).

THE SANTA GAG...

Okay Blitzen, activate the anti-gravity thrusters. Donner, raise the landing struts. Dancer, engage warp engines. Destination – south! Ah, what a glorious view of my snow-covered grotto, as we leave the dormant volcano it's hidden in. Now let's take a look at you, Ristar. My what a funny little fellow you are. I've seen some strange platform characters before, blue hedgehogs, rocket-powered opossums and even head-butting toys, but a star? Why, surely you'd be better off as invincibility icon or an energy power-up? Oh please don't cry, I didn't mean it. I think you'll make an excellent platform hero. In fact, I've got the perfect game for you here. A 16 Meg extravaganza. So relax, take a swig from that bottle of sherry in the glove box and listen to Uncle Nick.

A STAR IS BORN!

Right, first up you need a gimmick. All platform characters have one, a trademark that sets them apart from the crowd. You know, like a robot suit or power sneakers. By the great halls of Valhalla, I've got just the



▲ Night has fallen and once again the Phantom Groper stalks the streets.



▲ Wha...? Lights! Okay, sonny, don't move. We've got you banged to rights.

LEVEL ONE: PLANET FLORA



This planet may look like one big garden, but don't be fooled. Danger lurks around every corner. Evil bunnies and birds hide in the bushes, giant beetles hang from the trees in giant cocoons and there's a giant serpent skulking in the hedgerows. Even the sticky berries from the shrubs turn out to be explosive.



▲ Excuse me sir, Inspector Jones of the Yard. We're looking for a groper.



▲ Ha ha, the police never even suspect that I am the Phantom Groper!



▲ You'll never catch me, copper. The Phantom Groper shall return!



▲ Watch where you're going mate. Hey, it's the Phantom Groper. Police!



BE A STAR?



Ristar

thing. Groping hands! Ho ho ho, yes. Big, three-fingered groping mitts in cartoon-style white gloves. All topped off with extendible arms for long-distance probing pleasure.

Mind you, these fists won't just be for fondling. With one super-stretchy reach of the arms you'll be able to grab hold of an enemy and smash them against your star-shaped face, ending their miserable existence in seconds. What's more, these hands can be used to grip scenery, pulling you towards it. That way, little Ristar, you'll be able to scale walls, swing around tree trunks and even lower yourself off platforms. In fact, the whole game will be designed with those groping hands in mind, making them essential to the completion of each level. What an excellent gimmick! I'll get two of my finest elf-helpers onto it right away. Ooga! Booga! Come here. Strap this little runt down and drill some peg-holes in him. I want some toy arms fitted to his sides and bung some legs on him too. He looks bloody ridiculous. Bwo-ho-ho-ho!

THE SKY AT NIGHT!

Ah, quit snivelling, you little fart. You've only had a couple of holes bored into your body. It's no big deal. Besides, it's necessary if you want to be a platform star. You know what they say – no pain, no big role in a Sega game. You elf-helpers, mop up this floor. The little freak is spilling star juice from his gaping wounds all over my sleigh's floor. Anyway, back to the game. Now what we need are the levels and Uncle Nick here's got just the thing.

Being a star, you're bound to be surrounded by planets. Well, each one of these planets can be a different level. Perhaps we can string some loose plot around it all. Some all-powerful intergalactic being, Gigantus or something similar, has taken over all the planets in your solar system and the only way to free each one is by visiting it, battling your way across its surface and then defeating the evil boss who's in charge.

Yeh, there can be six planets in all, and each one can have a different theme to it. The first one can be a plant world packed with all kinds of bizarre vegetation. Bushes with explosive berries, ladders made from vines, giant floating spores and such like. Of course, being a platform game it's got to have an underwater level and that's what the second planet can be. Level three can be a fiery planet, level four can be based around musical instruments, the fifth planet can be

LEVEL THREE: PLANET SCORCH

3

You'd think that being born from the heart of a sun would give Ristar a certain amount of fire resistance, but alas no, the little runt burns as easily as the rest of us. However, the fires that blaze across Planet Scorch's surface are the least of Ristar's worries. Giant eagles intent on dropping him in the flames, beetle-launching machines and cage-traps make this level the first real challenge in the game

it. The first one can be a plant world packed with all kinds of bizarre vegetation. Bushes with explosive berries, ladders made from vines, giant floating spores and such like. Of course, being a platform game it's got to have an underwater level and that's what the second planet can be. Level three can be a fiery planet, level four can be based around musical instruments, the fifth planet can be

LEVEL TWO: PLANET UNDERTOW 2

Time to take a dip as our hero enters the water planet. Using his long-arms, Ristar can paddle extremely quickly and being a cosmic entity he doesn't need air, so it's not half as annoying to play as the Sonic underwater levels. That doesn't mean it's easy though. Deadly sea urchins, blow fish, and giant sea snails are just a few marine creatures determined to send Ristar to a watery grave.



▲ My gawd! The marks on the shark's neck! The Groper has returned!



▲ Leaping from rooftop to rooftop, it's a shadowy figure with large hands.



▲ Suddenly he dives, plunging into the murky depths of the Thames.



▲ Dropping to the bottom, he enters a underwater sewage pipe.



▲ Meanwhile, at Scotland Yard. Good Lord, Inspector. Look at that face. The Groper is Lord Ristar.



▲ Back at the pipe, the Groper swims past a row of cages, filled with his groped victims.



▲ Before emerging into a large cavern – the lair of the Phantom Groper!



▲ No doubt the police suspect my identity, but no matter. I shall still perform the grope of the century!



▲ Another day in Old London Town and Lord Ristar makes a journey to his Kensington office.



▲ Few people, however, suspect the horrible truth. That he is in fact, the Phantom Groper!



▲ That noise? It's my Russian counterpart, Gropovski-X! Ya, ve meet vonce more, Lord Ristar!



▲ Just when all seems lost, Ristar flicks his walking cane activating the flaming floor. Too close.





▲ First floor. Toys, children's clothes, lingerie, three-fingered groping gloves.



LEVEL FOUR: PLANET SONATA

Pushing the idea of these themed planets to the limit is Planet Sonata, a world covered in, erm, musical instruments. Living guitars attack our starry hero as he races over trumpet, keyboard and harmonica-shaped platforms whilst bouncing off drums and clambering up flutes.



▲ It's the opening night of the grand opera. Everyone has turned out to see it.



▲ Atop the roof of the Albert Hall, the Phantom Groper has arrived.



▲ Sneaking through the fire escape, he enters the main hall.



▲ And waits in the rafters for the star of the show - Madam Von Gribaldi!



▲ As she reaches the crescendo of her song, his arms stretch out...



▲ ... stealing the prize Gribaldi Sapphire from around her neck! It's the grope of the century!

WITH GRIPPING HANDS ACTION!

So you've heard about these infamous groping hands, huh? Want to see what they can do? Well, just take a look at these police snapshots of the culprit in action.

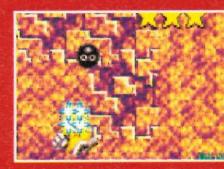
The basic long-range grope, complete with twiddling fingers.



Grabbing onto a foe and...



...Ka-Bonk! One in the face from old Ristar!



Trees? No problem. Swing around them...



Bash them over...



...or clamber underneath them.



Excellent for swimming with.



Great for swinging around too.



Best of all though, spin around levers and...



... let go, turning our hero into a shooting star!



the customary ice level and what better to finish with, than a machine planet covered with deadly contraptions? By Ragnarok, what genius! But then they don't call me Santa, Dark Lord of the Under-realms, for nothing you know.

STAR QUALITY

What's that you say Ristar? You'll have to speak up. As your life fluids gush from your feeble body, so you grow weaker. In fact, I can hardly hear you at all, especially since you keep coughing up a bloody froth.

Oh, I see. You think it all sounds very unoriginal. Why, you mouthy little git, I ought to snip your points off right now, except that would devalue your hide. Besides, my sky-sled has almost arrived at Sega HQ, whereupon they are going to scoop out your innards, replacing them with robot parts just like they do with all their games' characters. Seeing as it's the end of the road for you, my little friend, I may as well tell you the secret to the success of your game. It's all down to *quality*.

True, the groping hands are very similar to Dynamite Headdy's bopping head, the themed levels are very similar to those of a Sonic game, and even you look much like any run-of-the-mill platform character, but that doesn't matter a jot if the end result is of a superb standard. And that can certainly be said of this game. The graphics are gorgeous. Bright, colourful backdrops, packed with detail and brilliantly animated sprites go together to make this game one of the finest looking around. Likewise with the sound. Fantastic tunes add an almost therapeutic air of jolliness to the proceedings. This game reeks of class.

So you see, Ristar. Your game is going to make me rich. No longer will I scavenge for mince pies to stay alive. No, I shall retire to Spain and sip tequila all day. Ah my little friend, I see you're finally giving out. But before you go, give Uncle Nick a big thank-you hug for all he's done. No! Those groping hands...around my neck! You fool, the hover-sleigh is out of... control... plunging to the ground. So, you take me with you, eh little star? Well, I shall die with my sword in my hand. To me, Great Odiiiiin!

5

LEVEL FIVE: PLANET FREON

The cold is may not be a problem for a living star, but the wrath of evil snowmen is. Racing past ice-carvings of giant frogs, whilst swimming beneath the surface of freezing waters, Ristar has to avoid wall-mounted cannons, slippery floors and even snowballs that certain baddies throw at him.



▲ Read all about it, Gribaldi Sapphire stolen by the Phantom Groper!

▲ Ha ha, by the time the fools realise what's happened, I'll be long gone.

▲ Using the London sewage system, Ristar escapes to the docks.



▲ And waits for his pirate friend, Chang, to arrive in the getaway boat.

▲ With one mighty swing he propels himself into the boat! Soon I'll be safe in Shanghai!

▲ Trap! The police are waiting for him. Riddled with bullets, Lord Ristar plunges into the water.



▲ Strike a light, Inspector. So the Phantom Groper's life of crime ends at the bottom of the docks, eh? Maybe officer, but until I see his body, I just won't believe it.

LEVEL SIX: 6 PLANET AUTOMATON

Welcome to the machine. Completely automated, this planet is covered in mechanical hazards. Set against a backdrop of giant metal fists and futuristic pyramids, Ristar has to battle robots, evil machines and cling onto rotor-powered eggs.



▲ Midnight, on the docks of Old London Town and a bobby is making his usual rounds.



▲ When suddenly a fist rises out of the water, knocking him for six!



▲ Then, up the side of the quay, climbs a shadowy figure...



▲ ... a shadowy figure clutching a large jewel. The Phantom Groper lives!



Does Santa plunge to his doom? Will his deliveries be made in time? Is Ristar as good as he boasted? Well, the answer to those first two questions can only be found on Christmas Eve. As for that last one, it can be answered right away, on page 88 to be exact, in our full Ristar review.



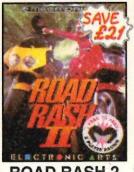


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Christmas

Buying Guide

BEST BUY!

MEGADRIVE 32X £169.99

For owners of the Megadrive, there's nothing really more deserving of your hard-earned cash this Christmas. The Megadrive 32X offers quality 32-bit gaming at a very competitive price indeed. Remember that inside every 32X package are four "£10 off" and two "£5 off" vouchers, bringing the £60 price tag of the first three releases down to a more affordable level.

SOFTWARE

DOOM £59.99

VIRTUA RACING DELUXE £59.99

STAR WARS ARCADE £59.99

Three titles are available now. But if you can't afford them all, make Doom your number one priority. This incredible 32-bit title boasts stunning graphics, superlative gameplay and a high level of violence. It's an essential game, but isn't really for kids. Second on your list should be Virtua Racing Deluxe - a close coin-op conversion, but with more tracks and more cars to choose from. If you haven't got the Megadrive original, go for this as your second choice. Star Wars Arcade is perhaps the weakest title, but it's still an ace game and if you do already have Megadrive Virtua, it should be your second buy. Doom, Virtua Racing Deluxe and Star Wars Arcade were reviewed and showcased in SEGA MAGAZINE, issue 12.

So... armed with your allotment of Christmas cash, you rush into your friendly parochial software emporium, determined to get the very most out of your money. SEGA MAGAZINE presents the current best buys in this easy-to-absorb form. To boost your enjoyment per pound level to its maximum limit, read on...



IF YOU HAVEN'T GOT A MEGADRIVE... BUY THIS

MEGADRIVE VIRTUA RACING PACK £129.99

If you own an 8-bit system, or you fancy getting your hands on a Megadrive, there has never been a better time. Games nowadays are far superior in terms of quality compared to Megadrive releases a couple of years ago. To be honest, 16-bit ain't gonna get much better.

There are plenty of Megadrive bundle packs available this Christmas, but SEGA MAGAZINE reckons the best deal available is the Virtua Racing Megadrive pack, available for £129.99. Virtua

Racing is one of the best Megadrive games, making it an excellent game to have bundled in. What's more, if you bought it separately it would cost at least £59.99 (if you shopped around), so you do save a fair bit of cash on what is an essential game to have in your collection.

The Lion King bundle pack is a tenner cheaper, but we reckon that the extra money is more than worth it with the Virtua pack.



68

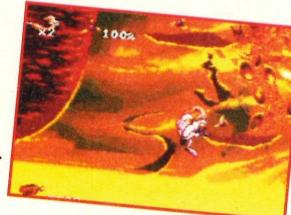
TOP MEGADRIVE GAMES THIS CHRISTMAS

SEGA MAGAZINE has been inundated with quality releases over the last couple of months. These ten are the greatest recent Megadrive titles available this festive period.

MICRO MACHINES 2 £44.99

Perhaps the most playable game on the Megadrive, Micro Machines 2 is frankly a superlative release. The best multi-player experience you'll ever have - and the extra joy-pad ports you'll need are actually built into the cartridge!

SEGA MAGAZINE rating: 96%
Review and showcase in SEGA MAGAZINE, issue 11



DYNAMITE HEADDY £44.99

Forty five quid gets you the greatest Megadrive platform game ever devised. Dynamite Headdy is packed with secret bits, amazing bosses and unmatchable playability. An incredible release.

SEGA MAGAZINE rating: 96%
Review and showcase in SEGA MAGAZINE, issue 10



MORTAL KOMBAT II £49.99

It's one of the best beat 'em ups on the Megadrive and that comedy gore is most entertaining. Bound to be the Christmas number one even though it's sold tons already.

SEGA MAGAZINE rating: 96%
Review and showcase in SEGA MAGAZINE, issue 9



PROBOTECTOR £44.99

Konami's most stunning release so far. Probotector is a shoot 'em up par excellence, with huge bosses and unfeasibly large explosions. Superlative blasting action.

SEGA MAGAZINE rating: 94%
Review and showcase in SEGA MAGAZINE, issue 10



RED ZONE £44.99

From the creators of Sub-Terrania comes this taxing blaster, packed with original features and stunning graphical effects. BUY!

SEGA MAGAZINE rating: 94%
Review and showcase in SEGA MAGAZINE, issue 10



EARTHWORM JIM £54.99

A massive 24-meg platform action-fest. It may not be as good as Headdy and it's more expensive, but this is the most playable attempt at producing an interactive cartoon ever.

SEGA MAGAZINE rating: 93%
Review and showcase in SEGA MAGAZINE, issue 10

Sonic and Knuckles £49.99

The perfect Christmas pressie for the discerning Sonic fan. A fine game in its own right, but the ability to plug in previous Sonic adventures and "remix" them in various ways makes this unmissable (if you have the previous Sonic adventures). If you don't own any Sonic games, go for Headdy or Earthworm Jim.

SEGA MAGAZINE rating: 92%
Review and showcase in SEGA MAGAZINE, issue 10

MEGA BOMBERMAN £39.99

It's simple, but frightfully addictive and brilliant fun with its four-player mode (but you need a Sega Tap for multi-player games, unlike Micro Machines II). Hailed by some as one of the greatest games around.

SEGA MAGAZINE rating: 92%
Review and showcase in SEGA MAGAZINE, issue 11

JIMMY WHITE'S WHIRLWIND SNOOKER £29.99

Sports simulations always go down incredibly well, and you won't get much better than this graphically ground-breaking 3D simulation. At that price point, Snooker demands purchase. Bargain of the decade!

SEGA MAGAZINE rating: 92%
Review and showcase in SEGA MAGAZINE, issue 11

SHINING FORCE 2 £49.99

If you're after something different, Shining Force II ranks as one of the greatest role-playing games to hit the Megadrive. Offering weeks of intensive, involving play, Shining Force 2 is a fine buy.

SEGA MAGAZINE rating: 92%
Review and showcase in SEGA MAGAZINE, issue 8

SEGA

SEGA

49



RUGBY

WORLD CUP 1995



EA
SPORTS
ELECTRONIC ARTS

Contains scenes of graphic action

It's the world's toughest team-sport. Excellence on a rugby pitch requires exceptional pace, skill and tactical ability. It's also the only place that thirty grown men can ruck, scrum and maul one another into oblivion without alerting the local police. And when the world's best gather in South Africa for Rugby World Cup 1995, expect scenes of explicit action that will have the censor sharpening his scissors.

EA SPORTSTM Rugby World Cup 1995 captures all the heart-stopping speed and hard-hitting excitement of top-class rugby. The incredibly detailed, 3D-modelled players perform 100 different rugby moves, tackling, passing, running and kicking just like their real-life counterparts.

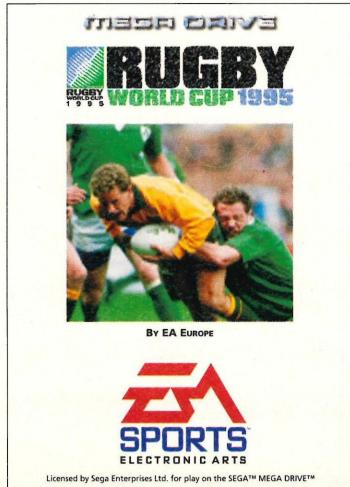
In fact the animation's so smooth, you'll be surprised they're not playing in tuxedos. Developed in Europe and exclusively licensed to guarantee authenticity, it includes 30 rugby playing nations and all the Rugby World Cup 1995 qualifiers.

Rugby World Cup 1995 – Some scenes may be unsuitable for people of a nervous disposition.

90%

"A superb simulation which captures the rough 'n' tumble nature of the real thing perfectly."

Mean Machines



For more information about Rugby World Cup '95, call 0753 546 465 or write to Electronic Arts, P.O. Box 835, Slough, Berks SL3 BXU. The Rugby World Cup emblem is a trademark of the Rugby World Cup Ltd 1995. EA SPORTS, the EA SPORTS logo, and "IF IT'S IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts. Electronic Arts is a registered trademark of Electronic Arts

if
it's in
the GAME,
it's in
the GAME™

EA SPORTS™
ELECTRONIC ARTS

MORPHFIND

● 8" POWER RANGERS

You want big rangers? You got big rangers. Jointed in 22 places, you can stick these guys in almost any position you want. Yes, even rude ones. Comes complete with miniature power gun at a cost of £9.99. You'll be lucky if you can find the ones in this picture though. It was thought that figures of the female rangers would be less popular than their male counterparts, so only a few were ever shipped into this country.



RANGER FACT
Power Rangers isn't the first series to use a mix of Japanese and American footage. Vintage cartoon series *Battle Of The Planets* was also subjected to same treatment. The original series never featured 7-ZARK-7, which explains why he was never in the same scene as G-



RANGER FACT

If recent rumours are true, it would seem that the actors and actress who play Jason, Zack and Trini have been dropped from the next series after asking for more money. They won't get any sympathy from the Japanese cast though - they get replaced every year!

RANGER FACT

Trini might look quite feminine in her civilian clothes, but look closely at her when she's in ranger form. You may notice that her build looks somewhat unusual. This is because the American series uses Japanese footage and in Japan Yellow Ranger is a MAN!

Question. What do you get if you cross trashy American high school sitcoms with trashy Japanese monster movies? Answer. Yet more trash? Well maybe, but you also get what can only be described as the most incredible merchandising phenomenon of the year. Namely the Power Rangers. From television to toys and now, with their imminent arrival on the Megadrive and Mega-CD, they are THE hot name to own this Christmas. Intergalactic investigator, **TOM GUISE**, follows the trail of devastation through toytown.



MASTADON



TYRANNOSAURUS

DIMENIAL!



RANGER FACT
In Japan, the Power Rangers have been around for around 15 years. What's more, each year the costumes change. The Power Rangers we see over here are the original Japanese Zu Rangers, which means animal rangers. This year, they've got the Kaku Rangers who are ninjas. Toys based around the original Rangers are highly sought after in Japan.

Warning! Stay in your homes! Board up your doors and windows! Switch off your TV sets. Hide in the cupboard. And, just for safe measure, shut your eyes real tight, because if you so much as take a peek, they're bound to get you. The Mighty Morphin' Power Rangers have taken over the World! From shops to newspapers to giant billboard adverts for Sky One, you can't hide from them, they're everywhere! But what's it all about? Who are these Power Rangers?



AS SEEN ON TV!

If you've really never heard of the Power Rangers, you're either too old for school or have been imprisoned in a sinister space dustbin on the far-side of the moon for the last six months. Power Rangers is the number one children's TV show of the moment. A science fiction, martial arts extravaganza following the adventures of five super-powered teenagers whose job it is to defend Earth from alien invasion. Dressed in brightly-coloured costumes and racing around in dinosaur-shaped robots, they battle daily against evil space witch, Rita Repulsor, and her monsters from the moon, before knocking off to hang around the school 'juice bar' with their pals. A combination of American high school comedy and Japanese live-action combat, the result could best be described as *Godzilla* meets *Saved By The Bell*. And to the more discerning viewer, the crude editing between scenes could best be described as atrocious, but that matters not a jot to the show's millions of young fans. When the show debuted on America's Fox Children's Network in September '93 it shot to number one, out-rating even Oprah Winfrey. By February it had broken a 20 year national ratings record. Similarly, when the show was first aired over here last Easter on GMTV, it hooked three-quarters of the nation's young viewers. But that's just the tip of the Power Rangers iceberg, because where there's a hit TV show, there's TOYS!

TRICERATOPS



PTERADACTYL

GIMME! GIMME! GIMME!

Forget Turtles. Forget Cabbage Patch Kids. Even in their heyday, the stir those toys caused was nothing compared to the fuss Power Rangers are currently kicking up. The No.1 most-wanted toys this Christmas, The Observer recently referred to them as 'gold-dust' and not surprisingly, because you'll be lucky if you can find them in any toy-shop. In fact, manufacturers Bandai have been forced to pull all their TV advertising for the toys, simply because they've run out of stock.

Exactly the same thing happened in America last year, when stores were actually forced to ration customers to one toy each. Toy stores were receiving over 150 calls a day from desperate parents and when new stock arrived, people would queue overnight to get their hands on it. Anything with the Power Rangers on it would sell and that meant quite a variety of products, from lunch boxes and tents, to luggage and electric toothbrushes. You could even get Power Rangers pants and suspenders.

So take a good look at the toys on these pages, it might be well be the only way you'll get to see them this year, because, quite simply, the country has gone Power Rangers crazy.

You can catch repeat episodes of the Power Rangers on GMTV every week day at 7.40 am and on Saturdays at 8.55 am. Sky One is also showing the episodes at 11.30 am on the weekends and 5.30pm on Saturdays. Look out for a new series featuring a white Ranger on GMTV next Easter.



SABRE-TOOTH TIGER

MEGAZORD SEQUENCE ACTIVATED!



• TITANOS - THE CARRIER ZORD

Fancy getting yourself the ultimate in Zord power? Well then, you need the motorised tread-Mega-Dragonzord to create Ultrazord. Don't worry, that's as big as they get, but it's going to set you back £49.99.



● DRAGONZORD AND GREEN RANGER

This one's got flashing lights and sound effects. What's more, the chest plate and the tail join together to create the Power Laser Drill and the remainder of the body links with Deluxe Megazord to become Mega-Dragonzord. There's even an 8-inch figure of Tommy the Green Ranger thrown in too. All for £32.99.



● DELUXE MEGAZORD

The mighty robot carrier of the Power Rangers, Deluxe Megazord separates to become the five Ranger's Dinozord vehicles. If the £34.99 price tag is too hefty, there's a more economic Megazord available, with detachable Dinozord legs and Power Punch missile arms, for £12.99.



SO POWER RANGERS ARE THE HOT TOYS THIS CHRISTMAS, EH? SO WHERE DOES THAT LEAVE SEGA? QUITE WELL OFF IT WOULD SEEM SINCE THE POWER RANGERS ARE COMING TO THE MEGADRIVE AND MEGA-CD.

Yep, hot on the trail of the last month's Game Gear version of Power Rangers is the Megadrive game. It's a one-on-one beat 'em up again, but thanks to a 16-meg cartridge it has even more tacky presentation to its name. Of course, what matters is how well it plays and you can find that out in the full review on page 90.

If, however, presentation really is all that matters to you, the Mega-CD game should be right up your street. Using CinePak full-motion-video, the whole game is made up of nothing more than edited sections of old Power Rangers episodes. Similar to Dragon's Lair or Time Gal, the simplistic gameplay requires you to do little more than press a button or push the D-pad in the right direction when the signal appears on screen. However, instead of dying when you enter a wrong command, the game just takes a bit off your energy. Power Rangers on Mega-CD isn't out until some time in the New Year and we wouldn't like to make any critical comments before giving the game a full review, but we strongly suggest you postpone any purchasing decision we do so, next month, when you can find out whether it's any good or not. We wouldn't want you to make any mistakes, you see.

SEGA



● POWER RANGERS PIN SET

Unfortunately, neither money nor love will get you a set of these limited edition badges as they were made for Bandai staff only. Sorry.

● 4.5" POWER RANGERS

Perfect for taking to school, the office or even the factory, these miniature rangers clock in at a very reasonable £3.99, but only come in manly red, blue and black. If you want the girls you'll have to search out their sidecars which come with the Power Rangers battle bikes, priced £7.99.



▲ This is Rita Repulsa, Empress of Evil. She lives on the moon.



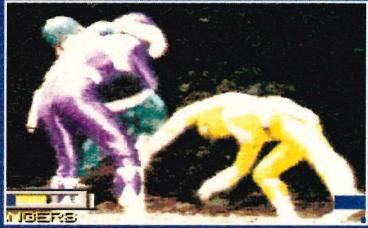
▲ For mash eat SMASH.



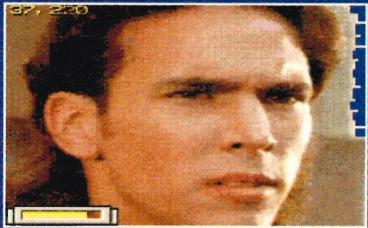
▲ I was young, I needed the money.



▲ Nice motor, Ted. Thanks Morris.



▲ Twister. A game for all the family.



▲ See this guy. He's the toy on the left.

SEGA MAGAZINE

READER SURVEY

ABOUT YOU

1 Are you:

Male Female

2 How old are you?

Under 8	8	9	10	11
12	13	14	15	16
17-19	20-23	24-29	30-34	35-44
45-54	55 or over			

3 What do you do?

Junior school
 Secondary school
 6th Form/6th Form College
 Higher Education (University etc)
 Full time employment
 Part time employment
 Unemployed
 Other:

4 What do you do in your spare time? Please rate how keen you are on each of the following (10 = hyper keen, 10 = couldn't care less)

Play video games <input type="checkbox"/>	Play sports <input type="checkbox"/>
Watch TV <input type="checkbox"/>	Watch satellite TV <input type="checkbox"/>
Watch videos <input type="checkbox"/>	Listen to music <input type="checkbox"/>
Listen to the radio <input type="checkbox"/>	Play arcade games <input type="checkbox"/>
Go to the cinema <input type="checkbox"/>	
Other: <input type="checkbox"/>	

5 On average how much time do you spend playing video games every week?

Less than 1 hour <input type="checkbox"/>	1-2 hours <input type="checkbox"/>
2-4 hours <input type="checkbox"/>	4-6 hours <input type="checkbox"/>
6-8 hours <input type="checkbox"/>	8-10 hours <input type="checkbox"/>
10-20 hours <input type="checkbox"/>	More than 20 hours <input type="checkbox"/>

6 How do you usually play your games?

On my own With a friend
 With a group of us

7 On average, how much money do you earn/get given each month?

£0-9 <input type="checkbox"/>	£10-49 <input type="checkbox"/>
£50-99 <input type="checkbox"/>	£100-499 <input type="checkbox"/>
£500-832 <input type="checkbox"/>	£833-1249 <input type="checkbox"/>
£1250-1666 <input type="checkbox"/>	£1667-2499 <input type="checkbox"/>
Over £2500 <input type="checkbox"/>	

8 Which of the following do you regularly buy?

CDs <input type="checkbox"/>	Tapes <input type="checkbox"/>
Videos <input type="checkbox"/>	Clothes <input type="checkbox"/>
Shoes/Trainers <input type="checkbox"/>	Sweets <input type="checkbox"/>
Crisps <input type="checkbox"/>	Drinks <input type="checkbox"/>
Takeway food <input type="checkbox"/>	Books <input type="checkbox"/>
Comics <input type="checkbox"/>	
Something else, namely: <input type="checkbox"/>	

9 Do you have a bank/building society account?

Yes No

If you do, who is it with?

10. Which Radio Station do you listen to?

Kiss FM <input type="checkbox"/>	Capital Gold <input type="checkbox"/>
Capital Radio <input type="checkbox"/>	Atlantic 252 <input type="checkbox"/>
Radio 1 <input type="checkbox"/>	
Virgin 1215 <input type="checkbox"/>	
Local Radio Station <input type="checkbox"/>	

11. Which one of these TV stations do you watch and which one of them do you like best.

BBC1 <input type="checkbox"/>	Watch <input type="checkbox"/>	Like best <input type="checkbox"/>
BBC2 <input type="checkbox"/>		

● ITV
 ● Channel 4
 ● Satellite/Cable

● 12. Which computer based TV programme do you watch or have you watched and how do you rate it (10 excellent- 1 poor)?

Programme <input type="checkbox"/>	Watch <input type="checkbox"/>	Used to watch <input type="checkbox"/>	Rate <input type="checkbox"/>
The Net (BBC2) <input type="checkbox"/>			
Gamersmaster <input type="checkbox"/>			
Gamersworld <input type="checkbox"/>			
Bad Influence <input type="checkbox"/>			
Movies, Games & Videos <input type="checkbox"/>			

● 13. Do you participate in Teletext computer games competitions?

● Yes No

● 14. Which of the following is your favourite type of music (tick one only)?

Rave/Dance <input type="checkbox"/>	Chart/Pop <input type="checkbox"/>
Heavy Metal <input type="checkbox"/>	Rock <input type="checkbox"/>
Reggae <input type="checkbox"/>	Rap <input type="checkbox"/>
Other <input type="checkbox"/>	

● 15. Which of the following fast food store have you been to in the last 3 months and which one do you think is the best?

McDonalds <input type="checkbox"/>	Been to <input type="checkbox"/>	Like the best <input type="checkbox"/>
Burger King <input type="checkbox"/>		
Wimpy <input type="checkbox"/>		
Pizzaland <input type="checkbox"/>		
Pizza Hut <input type="checkbox"/>		
KFC <input type="checkbox"/>		

ABOUT YOUR GAMES

● 16. Which of the following machines do you (1) own or do you (2) have access to (perhaps via a friend)?

● 1: Own 2: Access to 1: Own 2: Access to

Sega Mega-CD <input type="checkbox"/>	Sega Megadrive <input type="checkbox"/>
Sega Game Gear <input type="checkbox"/>	Sega Master System <input type="checkbox"/>
Nintendo SuperNES <input type="checkbox"/>	Nintendo GameBoy <input type="checkbox"/>
Nintendo NES <input type="checkbox"/>	Atari Jaguar <input type="checkbox"/>
Atari Lynx <input type="checkbox"/>	Atari ST/Falcon <input type="checkbox"/>
Commodore Amiga A500 <input type="checkbox"/>	Commodore CD-32 <input type="checkbox"/>
Commodore Amiga A1200 <input type="checkbox"/>	Apple Macintosh <input type="checkbox"/>
Acorn Archimedes <input type="checkbox"/>	PC <input type="checkbox"/>
PC CD-ROM <input type="checkbox"/>	PC Engine <input type="checkbox"/>
Neo Geo <input type="checkbox"/>	Philips CD-i <input type="checkbox"/>
3DO <input type="checkbox"/>	Sega MultiMega <input type="checkbox"/>

● 17. Which machine do you want to buy next?

Sega Mega-CD <input type="checkbox"/>	Sega Megadrive <input type="checkbox"/>
Sega Game Gear <input type="checkbox"/>	Sega Master System <input type="checkbox"/>
Nintendo SuperNES <input type="checkbox"/>	Nintendo GameBoy <input type="checkbox"/>
Nintendo NES <input type="checkbox"/>	Atari Jaguar <input type="checkbox"/>
Atari Lynx <input type="checkbox"/>	Atari ST/Falcon <input type="checkbox"/>
Commodore Amiga A500 <input type="checkbox"/>	Commodore CD-32 <input type="checkbox"/>
Commodore Amiga A1200 <input type="checkbox"/>	Apple Macintosh <input type="checkbox"/>
Acorn Archimedes <input type="checkbox"/>	PC <input type="checkbox"/>
PC CD-ROM <input type="checkbox"/>	PC Engine <input type="checkbox"/>
Neo Geo <input type="checkbox"/>	Philips CD-i <input type="checkbox"/>
3DO <input type="checkbox"/>	Sega Saturn <input type="checkbox"/>
Sega Megadrive 32X <input type="checkbox"/>	Sony PSX/Playstation <input type="checkbox"/>
Nintendo Project Reality <input type="checkbox"/>	Nintendo VR <input type="checkbox"/>
Nintendo Super GameBoy <input type="checkbox"/>	

● 18. How many games do you own?

None <input type="checkbox"/>	One <input type="checkbox"/>
2-5 <input type="checkbox"/>	6-10 <input type="checkbox"/>
11-25 <input type="checkbox"/>	26-50 <input type="checkbox"/>
More than 50 <input type="checkbox"/>	

● 19. On average how many games do you buy?

Never buy games <input type="checkbox"/>	A couple every year <input type="checkbox"/>
One every three months <input type="checkbox"/>	One every couple of months <input type="checkbox"/>
One per month <input type="checkbox"/>	Two per month <input type="checkbox"/>
Three per month <input type="checkbox"/>	Four per month <input type="checkbox"/>
Five per month <input type="checkbox"/>	More than five <input type="checkbox"/>

● 20. How many games do you get given (as presents etc)?

None <input type="checkbox"/>	A couple every year <input type="checkbox"/>
One every three months <input type="checkbox"/>	One every couple of months <input type="checkbox"/>
One per month <input type="checkbox"/>	Two per month <input type="checkbox"/>
Over two per month <input type="checkbox"/>	

● 21. How many videos do you rent per week on average?

None <input type="checkbox"/>	<input type="checkbox"/>
1-2 <input type="checkbox"/>	<input type="checkbox"/>
3-4 <input type="checkbox"/>	<input type="checkbox"/>
5 or more <input type="checkbox"/>	<input type="checkbox"/>

● 22. On average, how much money do you spend each month on games and games equipment?

Nothing <input type="checkbox"/>	Under £10 <input type="checkbox"/>
£10-24 <input type="checkbox"/>	£25-49 <input type="checkbox"/>
£50-74 <input type="checkbox"/>	£75-100 <input type="checkbox"/>
£100-149 <input type="checkbox"/>	£150-199 <input type="checkbox"/>
£200-299 <input type="checkbox"/>	Over £300 <input type="checkbox"/>

READER SURVEY

23. How many different games do you play in a month - either of your own, at a friend's or elsewhere?

None	<input type="checkbox"/>	1-5	<input type="checkbox"/>
6-10	<input type="checkbox"/>	11-15	<input type="checkbox"/>
15-20	<input type="checkbox"/>	Over 20	<input type="checkbox"/>

24. How long have you been playing computer and video games?

A month or less	<input type="checkbox"/>	1-3 months	<input type="checkbox"/>
3-6 months	<input type="checkbox"/>	6-12 months	<input type="checkbox"/>
12-18 months	<input type="checkbox"/>	18 months - 2 years	<input type="checkbox"/>
2-3 years	<input type="checkbox"/>	3-4 years	<input type="checkbox"/>
4-6 years	<input type="checkbox"/>	Over 6 years	<input type="checkbox"/>

25. In order of preference, which of the following are the most important things that help you decide which game to buy? (1 is most important, 10 is least important)

Games mag review	<input type="checkbox"/>
Games mag preview	<input type="checkbox"/>
Recommendation by a friend	<input type="checkbox"/>
Saw an advert in a games mag	<input type="checkbox"/>
Editorial coverage in other types of magazine	<input type="checkbox"/>
Saw it on TV	<input type="checkbox"/>
Saw an advert on TV	<input type="checkbox"/>
Saw a poster	<input type="checkbox"/>
Saw it at an exhibition	<input type="checkbox"/>
Shop demonstration	<input type="checkbox"/>
Rent to try out first	<input type="checkbox"/>
Something else, namely:.....	<input type="checkbox"/>

26. Where do you normally buy your games and games equipment?

Dixons	<input type="checkbox"/>	Virgin	<input type="checkbox"/>
Woolworths	<input type="checkbox"/>	Argos	<input type="checkbox"/>
Comet	<input type="checkbox"/>	Boots	<input type="checkbox"/>
Toys R Us	<input type="checkbox"/>	WH Smith	<input type="checkbox"/>
Microbyte Games	<input type="checkbox"/>	Our Price	<input type="checkbox"/>
HMV	<input type="checkbox"/>	Curry's	<input type="checkbox"/>
Rumbelows	<input type="checkbox"/>	Future Zone	<input type="checkbox"/>
John Menzies	<input type="checkbox"/>	Game	<input type="checkbox"/>
Blockbuster Video	<input type="checkbox"/>	Ritz	<input type="checkbox"/>
Tandy	<input type="checkbox"/>	Beatties	<input type="checkbox"/>
Mail order	<input type="checkbox"/>	Local specialist shop	<input type="checkbox"/>

27. What you think of the following games publishers (please tick one box only per publisher)?

Games Publisher	Good	OK	Poor	Don't know	Never heard of them
Acclaim	<input type="checkbox"/>				
Accolade	<input type="checkbox"/>				
Anco	<input type="checkbox"/>				
Cap-Com	<input type="checkbox"/>				
Codemasters	<input type="checkbox"/>				
Core Design	<input type="checkbox"/>				
Cyberdreams	<input type="checkbox"/>				
Domark	<input type="checkbox"/>				
Electronic Arts	<input type="checkbox"/>				
Elite	<input type="checkbox"/>				
Empire	<input type="checkbox"/>				
Gametek	<input type="checkbox"/>				
Gremlin Graphics	<input type="checkbox"/>				
ImaginEngine	<input type="checkbox"/>				
Infogrames	<input type="checkbox"/>				
JVC	<input type="checkbox"/>				
Konami	<input type="checkbox"/>				
Lucas Arts	<input type="checkbox"/>				
Marubeni	<input type="checkbox"/>				
Maxis	<input type="checkbox"/>				
Microprose	<input type="checkbox"/>				
Mindscape	<input type="checkbox"/>				
Mirage	<input type="checkbox"/>				
Nintendo	<input type="checkbox"/>				
Ocean	<input type="checkbox"/>				
Probe	<input type="checkbox"/>				
Psynopsis	<input type="checkbox"/>				
Renegade	<input type="checkbox"/>				
Sales Curve/SCI	<input type="checkbox"/>				
Sega	<input type="checkbox"/>				
Sierra	<input type="checkbox"/>				
Sony	<input type="checkbox"/>				
Supervision	<input type="checkbox"/>				
Tekmagic	<input type="checkbox"/>				
Tengen	<input type="checkbox"/>				
THQ	<input type="checkbox"/>				
US Gold	<input type="checkbox"/>				
Virgin	<input type="checkbox"/>				
Other favourite:	<input type="checkbox"/>				

ABOUT THE MAGAZINES

28. Where do you usually buy your video games magazines from?

WH Smith	<input type="checkbox"/>	John Menzies	<input type="checkbox"/>
Martins	<input type="checkbox"/>	Fourbuoys	<input type="checkbox"/>
Tesco	<input type="checkbox"/>	Sainsburys	<input type="checkbox"/>
Asda	<input type="checkbox"/>	Woolworths	<input type="checkbox"/>
Safeway	<input type="checkbox"/>	Waitrose	<input type="checkbox"/>
7-Eleven	<input type="checkbox"/>	Petrol Station	<input type="checkbox"/>
SuperDrug	<input type="checkbox"/>	Local newsagent	<input type="checkbox"/>
Subscription	<input type="checkbox"/>	Somewhere else:.....	<input type="checkbox"/>

29. Is your copy of Sega Magazine either:

Saved for you by the newsagent Or, delivered to you by the newsagent

30. Who pays for the magazine?

You A friend Your parents/other relative

31. How many other people apart from yourself will see your copy of Sega Magazine?

Nobody else One Two Three Five More than five (please write in number).....

32. How often do you (1) buy or (2) see (perhaps a friend's copy) of Sega Magazine?

1. Buy 2. See
Every month Once every couple of months Once every three months Less often Only when there is a free gift

33. How long have you been buying Sega Magazine?

One month 1-3 months 6-12 months 18 months - 2 years Over 2 years

34. Would you ever buy a game without seeing a review in Sega Magazine?

Yes No

35. How do you rate Sega Magazine as a games mag? (10 = brilliant, 1 = very poor)

1 2 3 4 5 6 7 8 9 10

36. What do you think of the different sections of Sega Magazine?

Covers	<input type="checkbox"/>	Good	<input type="checkbox"/>
Cover gifts	<input type="checkbox"/>	Average	<input type="checkbox"/>
Contents	<input type="checkbox"/>	Poor	<input type="checkbox"/>
Editorial	<input type="checkbox"/>		
News	<input type="checkbox"/>		
Previews	<input type="checkbox"/>		
Letters	<input type="checkbox"/>		
Q+A	<input type="checkbox"/>		
Showcases	<input type="checkbox"/>		
Reviews	<input type="checkbox"/>		
Competitions	<input type="checkbox"/>		
Cheats and hints	<input type="checkbox"/>		
Next Month	<input type="checkbox"/>		

37. What other magazines do you normally buy or see, or used to buy but don't any more - and how would you rate each of them out of 10 (where 10 is brilliant and 1 is rubbish)?

Magazine	<input type="checkbox"/>	Buy	<input type="checkbox"/>	See	<input type="checkbox"/>	Used to buy	<input type="checkbox"/>	Rate
Mean Machines Sega	<input type="checkbox"/>							
Sega Power	<input type="checkbox"/>							
Sega Pro	<input type="checkbox"/>							
Mega	<input type="checkbox"/>							
Megatech	<input type="checkbox"/>							
Sega Megadrive Advanced Gaming	<input type="checkbox"/>							
Sonic the Comic	<input type="checkbox"/>							
Computer and Video Games	<input type="checkbox"/>							
GamesMaster	<input type="checkbox"/>							
Ultimate Future Games	<input type="checkbox"/>							
Edge	<input type="checkbox"/>							
Games World	<input type="checkbox"/>							
Match	<input type="checkbox"/>							
Shoot	<input type="checkbox"/>							

38. How did you first find out about Sega Magazine?

From a friend From a magazine advertisement From a TV show From a leaflet in a hardware or software purchase Somewhere else, namely:.....

39. If you could change one thing about Sega Magazine to make it better what would it be?

40. Your name

41. Your address

.....

.....

.....

.....

.....

WRECK 'n' ROLL

1 or 2 players



ROCK 'n' ROLL RACING™

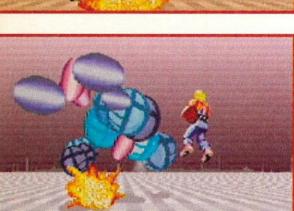
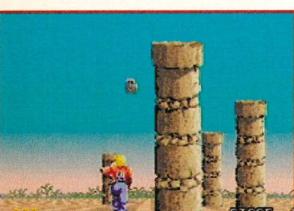
MEGA DRIVE

Interplay™

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BLIZZARD
ENTERTAINMENT

ALL YOU CAN STEP BACK



▲ Space Harrier. It's exactly the same as the coin-op really - but is it really the sort of 32X release we want?

The second wave of Megadrive 32X software has arrived at the **SEGA MAGAZINE** offices for review, bringing with them an incredible wave of nostalgia. Two of the three new games are based on frankly ancient arcade games: Space Harrier and Afterburner. Richard Leadbetter takes a look at the 32X versions of these games and then troops off down to the arcades to see what other ancient gems Sega should bring to 32X....

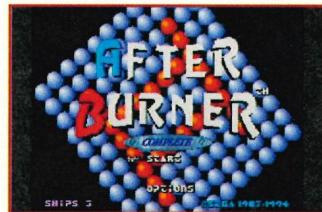
As soon as we got Space Harrier and Afterburner into the **SEGA MAGAZINE** offices, it's fair to say that a vast crowd gathered around my desk to check out the new Sega technology.

They weren't too impressed when they saw Afterburner and Space Harrier boot up, to be honest. And I must admit, I did see their point when it came to criticising the games. Space Harrier is around ten years old, Afterburner being only two or three years its junior. And although the conversions are just about arcade perfect, why would Sega want to convert these really ancient games? Two schools of thought were presented:

1. The Megadrive 32X project was a rush from beginning to end and Sega needed to get titles out there. Hence these conversions, which shouldn't have taken long to knock up, being very simple in nature. And quite similar to one another.
2. Actually converting the likes of Virtua Fighter II and Daytona USA is going to really tax the 32X hardware. In fact, chances are, arcade perfect conversions can't be done at all - so why not take a trip into the back catalogue and convert great games that CAN be translated perfectly?

I wasn't going to get dragged into this argument, because I have the sneaky suspicion that both of these points could well turn out to be the truth. But it did get me thinking: Sega have a huge back catalogue of older, yet still incredible arcade games that the basic Megadrive won't be able to play properly. Why not bring some more of them over to 32X?

This showcase will, of course, give you plenty of information about the two games that ARE going to be released on 32X, but after we've got that out of the way (which shouldn't take too long), I'll lecture you lot on what Sega arcade games I think should be brought over to the new system. Who knows, someone "up there" at Sega might heed my words and give us the conversions we want rather than the games they think we want...



▲ A sequence of arcade action from the Megadrive 32X rendering of Afterburner.

DO IS... IN TIME



▲ Strafing the scenery brings results like this.



▲ Engaging the afterburners brings a fab rush of speed.



AFTERRUNNER

Afterburner was the third really big game that Sega produced for the arcades using the Super Scaler technology.

Once again, the arcade machine was blessed with a frankly incredible hydraulic cabinet. The "cockpit" itself was mounted on two legs, which enabled it to move forwards and backwards. The chair inside (with seat-belt of course) tilted left and right to simulate the movement of your F-14.

Tilting actually played quite an important part in Afterburner. It was the first Super Scaler arcade game that rotated the sprites on-screen as well as expanding and compressing them. It provided much more sense of involvement and realism. The technique was used in later coin-ops with much success - most notably with the (still) incredible Power Drift machine.

The actual gameplay in Afterburner was simple to the extreme - and was so by design. The game was programmed to be excessively fast and exciting - and there's no denying that it is that, even without the hydraulics. Afterburner does lose some of its charm without the moving chair - but even without it, the freneticism of the game is still clear - as you can see with the Megadrive 32X version.

Commercially speaking, Afterburner was yet another incredible success for Sega Amusements. The game was quite clearly inspired by and exploited the contemporary Top Gun fever - with Afterburner YOU could be Tom Cruise. This day and age, there's no denying that Afterburner is primitive and outdated... but it's still pretty good fun to play.



▲ An action-packed screenshot from Megadrive 32X Afterburner. It's an excessively close conversion, although the sprite-scaling close up is a tad blockier than the coin-op. Not that you notice it really, such is the immense speed of the game - especially with the Afterburners engaged.



▼ Space Harrier's got bosses all right. Just like this one here. Intriguing.



▲ Every single aspect of Space Harrier is in the conversion - including the bonus stage where you ride this huge, fluffy, segmented creature.

BUT WHAT IS THE
POINT?

It's all very well releasing the likes of *Doom*, *Virtua Racing Deluxe* and *Star Wars Arcade* - after all, these are games that could NEVER be released for the Megadrive (VR apart with its SVP chip trickery). The question has to be asked... is there really any point releasing games like *Space Harrier* and *Afterburner* on Megadrive 32X?

After all, these titles have been available on the basic Megadrive since the system's launch and although the graphics aren't quite up to the coin-op's, the gameplay definitely is. And besides, these games were designed to give you good value from, at most, 50p in the arcades. Isn't £44.99 each a bit much to ask?

Here at SEGA MAGAZINE, we're in two minds about these releases. It's nice to finally play arcade perfect conversions of these games, but Megadrive 32X is supposed to be state-of-the-art and we're not sure whether there's really any point releasing games like *Space Harrier* and *Afterburner* - games that the majority of 32X buyers won't even remember.

We reckon that Sega have an excellent back catalogue of coin-ops that could be converted onto 32X. Games that, unlike the two released on 32X this month, have never been done justice on the home systems. Our recommendations to Sega are in this showcase - let's see if anything happens... ➤



SPACE HARRIER

The Megadrive 32X conversion of *Space Harrier* is a remarkably close conversion of a game that first hit the big time around ten years. It was the first Sega coin-op that used the Super Scaler technology (see the box elsewhere in this showcase) and was the game that first gave Sega their reputation as arcade innovators.

The game itself is incredibly simple by today's standards. Simply fly along the 3D landscape, blasting everything that gets in your way and avoiding the stuff that can't be shot. Easy.

Oddly enough, despite its simplicity, *Space Harrier* is actually quite complex compared to some of the other big name Sega coin-ops. The inclusion of bosses and the vast variety of hazards and bizarre creatures makes it a far more interesting game than subsequent creations from the same team: *Afterburner*, *G-Loc* and their ilk are even simpler than *Space Harrier*.

Even by today's standards, *Space Harrier* has a look that is all its own - the chequerboard landscape and outstanding range of bizarre creatures make it a unique blaster. The original arcade machine wowed the arcadeasters with its graphics - but the game was also innovative with the first use of what was to become a Sega trademark - the hydraulic cabinet. The machine tossed you around a fair old bit as you played and was keyed to the joystick controls. Although the movement wasn't really that excessive (especially compared to later cabinets - such as *Power Drift*'s), a seat belt was fitted to each deluxe cabinet as standard.

These days, playing *Space Harrier* on Megadrive 32X, the game is still pretty good fun. It's playable and enjoyable - but is this really the sort of game we want to play on 32-bit technology?



▲ Mind those huge sprite-scaled alien cruisers, Mr Harrier, sir.

A DAY AT THE ARCADES

I wanted to get to see all the entire range of Sega coin-ops, from Frogger and Turbo (remember them?) right through to Virtua Fighter. Obviously a London arcade isn't going to do the job, as they're all short on space (so they get rid of the old coin-ops quickly). No, I needed to take a trip to somewhere really quite cheesy in order to get the story.

Southend seafront was my chosen destination. An hour on the train and I was there.

SUPER SCALER TECHNOLOGY

You know, these days it's all Model One, Model Two, polygons and texture mapping. However, ten years ago, Sega were still ahead of the opposition with their Super Scaler technology. This board created 3D games by using sprites, compressed and expanded to give an illusion of depth. It may lack the sophistication of the new games, but the Super Scaler games gave Sega some of their greatest ever arcade hits.

OUTRUN

I remember playing Outrun. It was a revelation - the game that really consolidated my interest in videogames. It's showing its age now compared to the likes of Virtua Racing and Daytona, but there's still something about it that I found extremely compelling.



The game basically involves driving through five different stages in your customised yellow Ferrari, outrunning the opposition and avoiding the roadside obstacles. That's all there is to it really. But Outrun has atmosphere, thanks to some incredible graphics and still stunning sound. It was also the first game to present the player with multiple routes through the game. At the end of each level is a fork in the road, leading to two different levels, some easier than others.

Despite the great advance in home console technology, there has never been an arcade perfect conversion of Outrun. The Master System, Game Gear and Megadrive versions were very lacklustre, with home computer translations being even worse. Megadrive 32X gives Sega the opportunity to finally give players an excellent translation of one of their biggest coin-ops ever.

OVERALL

It's not just nostalgia. Outrun is still a really playable videogame - and those soundtracks are still outstanding. Without a shadow of a doubt: this MUST be converted onto 32X! Extra lastability could be added to the basic game by including different cars to drive, power-up components for your motor and more courses.



GALAXY FORCE

Whatever did happen to the old Sega hydraulic cabinets? The last one we can remember was a limited edition two-player Virtua Racing cabinet. These old coin-ops all had incredible hydraulics - and no cabinet was more impressive (or bigger) than Galaxy Force's. This arcade game is basically a monster. You sit inside a huge

multi-legged monstrosity that spins around to match the action of the on-screen space fighter. The range of the chair was around 320 degrees, meaning you could spin a fair distance before you reached the cabinet's limits.

But what about the actual game? Well, it's a pretty simple Afterburner-style 3D shoot 'em up, with some very nice sprite-scaled graphics. You could choose to go wherever you wanted on the alien worlds, which is quite noteworthy considering that some true 3D polygon games such as Star Wars Arcade limit your movements.

The thing is, Galaxy Force may look great, but the gameplay is strictly dullsville. It's aged badly, but then again, I can't remember really liking this game when I first played it years ago. It's immediate predecessor, Afterburner was a lot better even if it didn't look quite so hot graphically.

OVERALL

Conversion to Megadrive 32X? No way! The Megadrive version was a bit

jerkier but looked and played much the same and that wasn't particularly inspiring to be honest. This is one coin-op that should be consigned to arcade hell. Still, I wonder what happened to all those huge cabinets...

TURBO OUTRUN

Outrun proved to be Sega's biggest arcade success ever (and firmly establishing the career of one Yu Suzuki), so there was no doubt that Sega would release a sequel. This game actually brings back a fair few memories actually, as we used to have a Turbo Outrun coin-op in the office when I first joined EMAP many long moons ago (before we upgraded it to Street Fighter II).

Still, in Turbo Outrun, you're again participating in a Cannonball Run style car race across America, but this time, you've upgraded your Testarossa for a Ferrari F40 (and hacked off the roof, of course). As well as customising the car's ceiling, you've also upgraded the engine, fitting a rather nifty rocket-fired turbo system to the car. Other than, this is pretty much the same as Outrun... only not as good. One of the original's best features - the choice of routes through the game - has been removed, and although there's a bit more variety in the graphics, the game just doesn't look quite as cool as the first game. The music's still decent by today's standards, but still not as impressive as the original game's.



OVERALL

This game should be left in the arcades, as far as I'm concerned. Turbo Outrun has neither the charm or the playability to make it a worthwhile conversion onto Megadrive 32X.

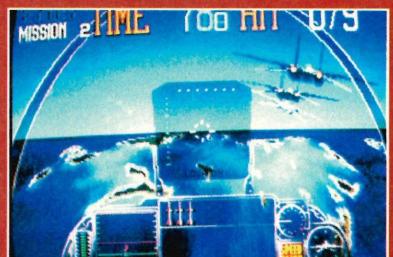


MONACO GP

Everyone's heard of Monaco GP... or so they think. In fact, everyone's heard of Super Monaco GP. The original game was a very poor overhead view vertically scrolling coin-op. And it looks like this. Odd what you find lurking in the corners of Southend arcades isn't it? And I think it's best that ancient games like that are left there, to be honest.

G-LOC

As I've said in the review of 32X Afterburner this month, I'm a great fan of the arcade version (and having played the coin-op again on my trip to Southend, it is remarkable just how close the 32X game is). G-Loc was the follow-up to Afterburner and was quite remarkable in that it was the very first Sega coin-op to use polygons to some degree. Of course, sprites are still used to portray the landscape (there was no texture mapping when this game was created) which looks pretty impressive, although nowhere near as good as some of the 3D games about these days.



The thing is, although the graphics aren't bad, G-Loc is simply a very poor game. The gameplay is very slow and sedate, which is quite unbelievable considering the adrenalin fest that was Afterburner. As a sequel to that

game, G-Loc was a huge failure, and although it went on to feature heavily with Sega's stunning R360 cabinet, the game never really caught on. A case of Sega's amusement division putting graphics before gameplay.

OVERALL

This game is just so slow and boring, there's no way I'd want to play it on 32X. Afterburner is a far superior game (even if it isn't as graphically impressive) and you can get that on 32X now.



POWER DRIFT

What with Outrun proving to be such an incredible success, it was inevitable that Sega would attempt to better it. After the release of Afterburner, which pushed the Super Scaler technology further, Sega's R&D Department Four created Power Drift. Like Afterburner, Power Drift

rotates sprites as well as expanding them, so when you turn corners, the screen tilts to emphasise the feeling of movement.

This works incredibly well - particularly with a game concept as impressive as Power Drift's. Although it's a road racer, it's more like a roller-coaster ride. The tracks are actually laid out very much like a roller-coaster in fact, as you can see from the screenshots. This is pretty innovative stuff and makes for a game that's still incredibly impressive by today's standards.

A special mention must go to the coin-op's hydraulics, which tilt the cabinet to match the tilt of the screen, which makes for some very impressive play. What's more, the deluxe cabinet has a headphone socket for personal stereo headphones, which is just brilliant considering how excellent this game's music is. It's a shame that this feature was removed from coin-op cabinets, but apparently, Sega were concerned about damaging the hearing of their customers (you may remember that there was a huge outcry about the potentially damaging effects of personal stereo headphones a few years' back).

In short, I really enjoyed playing Power Drift - even more than Outrun, if the truth be told.

OVERALL

I love this game - still! Power Drift is rampantly playable and graphically it's still rather stunning. I reckon that it would be the perfect 32X game. The other home versions of Power Drift were frankly abysmal. Come on Sega: if you're really keen on converting your older coin-ops, you've GOT to release Power Drift!

SUPER MONACO GP

I had to include Super Monaco GP in this feature, but I found it really difficult to actually find the game in Southend - which is odd as I remember there being plenty of deluxe Monaco cabinets in Southend several years ago. Finally I found one lurking in the corner of one of the smaller arcades (it's actually got a mirror on the back wall to make it look bigger).

Super Monaco GP was one of the last truly memorable Super Scaler coin-ops that Sega made. There were more, like GP Rider and a sprite-scaling 3D fighting game, but in terms of quality that just didn't make the grade.

The graphics are still mightily impressive - and in terms of gameplay, there's no denying that this is still a decent game.

OVERALL

It's amazing how close the Megadrive version plays to the arcade original, but graphically it's almost totally different. I think that Super Monaco GP would be a pretty decent Megadrive 32X release, providing there was more than one track of course. But I'd still rather play Power Drift or Outrun.



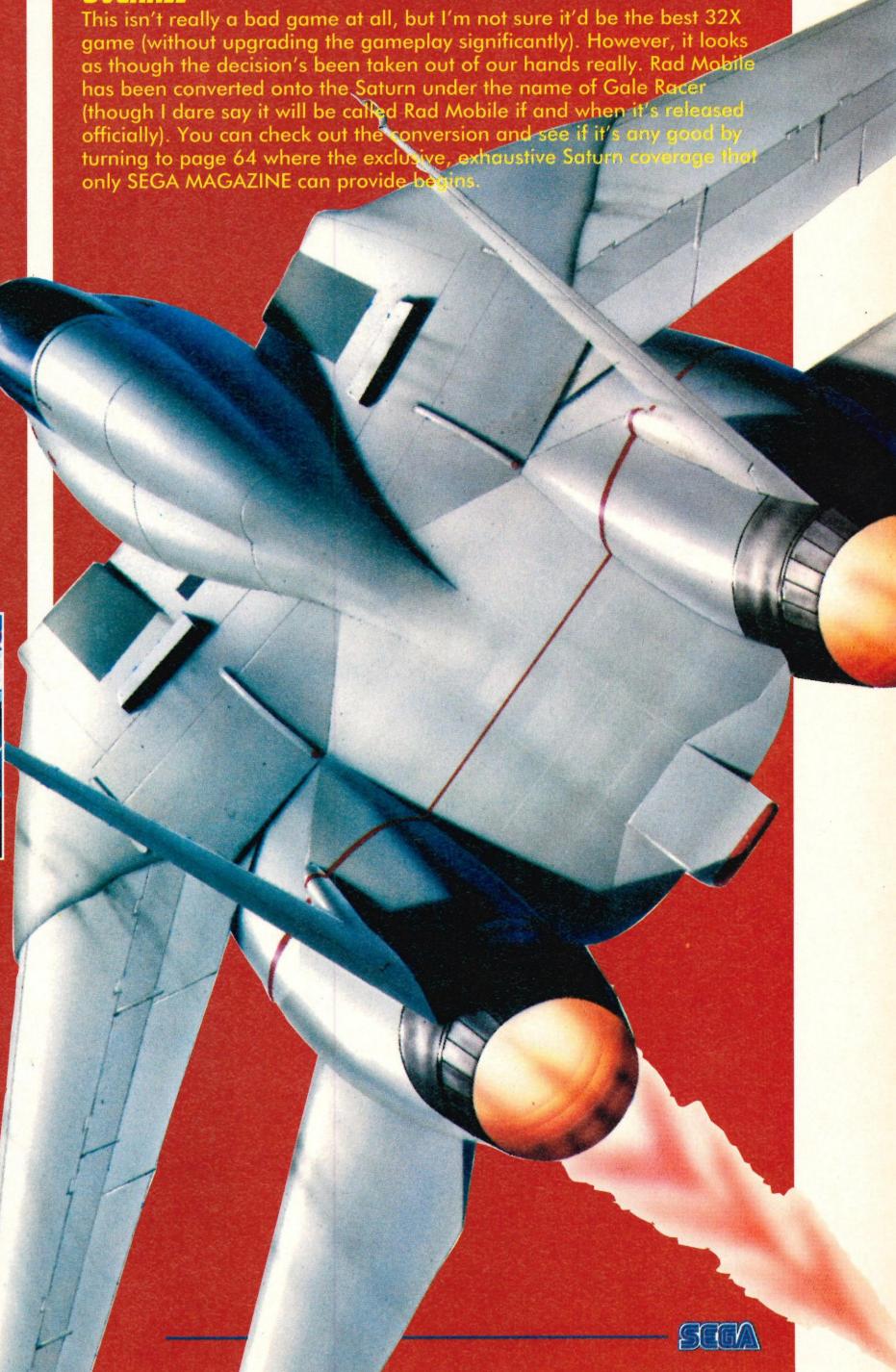
RAD MOBILE

In the days before Virtua Racing, Rad Mobile was Sega's first real attempt at using polygons to create a realistic 3D environment. However, for the most part, like G-Loc before it, sprites were used to make up the bulk of the 3D landscape. Rad Mobile was arguably the most realistic driving game you

could play at the time it was released. The graphics were streets ahead of the Super Scaler coin-ops that preceded it, and there were plenty of very impressive aspects to the game. For example, when it started to rain, you'd press the windscreens wiper button on the cabinet to turn the wipers on and clear the view. This sort of innovation is excellent - I'm surprised that other coin-op manufacturers didn't emulate it. In fact, it's surprising that Sega never used the idea again. It's a shame therefore that the actual gameplay in Rad Mobile remains pretty pedestrian. Still eh?

OVERALL

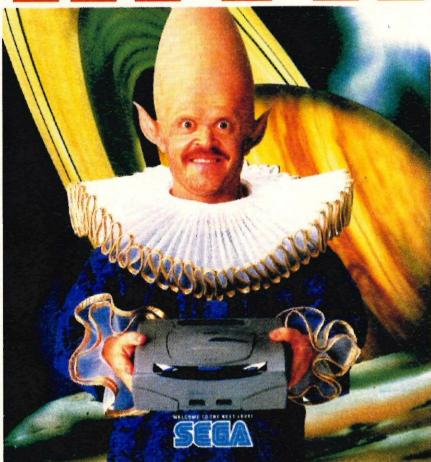
This isn't really a bad game at all, but I'm not sure it'd be the best 32X game (without upgrading the gameplay significantly). However, it looks as though the decision's been taken out of our hands really. Rad Mobile has been converted onto the Saturn under the name of Gale Racer (though I dare say it will be called Rad Mobile if and when it's released officially). You can check out the conversion and see if it's any good by turning to page 64 where the exclusive, exhaustive Saturn coverage that only SEGA MAGAZINE can provide begins.



SEGA

SEGA

INVASION FROM Saturn



Megadrive 32X and Saturn are Sega's incredible 32-bit systems, set to take the world by storm. Our 32X coverage has been second to none and we aim to cover Saturn just as exhaustively - even though the system is not set for release until sometime in 1995. We've seen Saturn first and played a vast selection of Saturn CDs - games that other mags, dependent on grey imports, will never have seen. Richard Leadbetter takes you through Saturn and the first, incredible games...

If Megadrive 32X is smaller in real life than you actually think it's going to be, the opposite is true of the Sega Saturn. The machine is frankly enormous, we're talking breeze-block proportions here. Yes, the first impression you get of Saturn can be summed up with one word: BIG. This is odd considering that Sony's Playstation is smaller than a mark one Megadrive. Still, size isn't everything.

It's the games that count... and Saturn is frankly incredible in this regard - and we should know, because we've played the games ourselves.



● **Virtua Fighter** is currently THE hot property in Japan. And it's superb on Saturn.

POWER-UP!

Turn on the Saturn with a game disc inside and you're greeted with thousands of polygons flying through space. The polygons soon take shape, forming the distinctive Sega Saturn logo. Even turning the Saturn on is quite exciting.

The Saturn front end is also impressive, enabling you to play audio CDs like Megadrive does and also offering CD+Graphics and CD+Extended Graphics compatibility. What isn't present though is built-in MPEG decoding for playing all of those CD digital video movies. This will present itself in due course in the form of a plug-in module - the Saturn's size means that there's certainly room for it! Other add-ons planned include numerous controllers (revealed last month), a keyboard, floppy and hard disk drive. So it seems the system can be turned into a "real" computer in the fullness of time. The Saturn has a built-in battery powered clock, and oddly enough the Japanese model has an option enabling you to turn the menus into anyone of half a dozen different languages, including English.

This doesn't affect the games though - only the on-screen menus on the front end, so Japanese RPGs will still have Japanese characters - not English text - regardless of the options you've chosen on the front end.

Other options that could be of value include a comprehensive karaoke subsystem that enables you to remove the vocal track from a CD or alter its pitch. You can also alter the sound itself and produce a number of surround-style effects. These options aren't amazingly useful for us Brits (Karaoke is huge in Japan), and to be honest, the surround effects are quite disappointing and sound pretty poor through a Dolby Surround system.

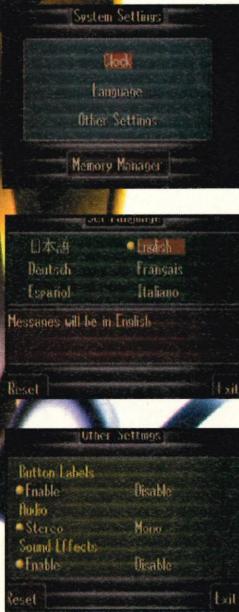
Oddly enough, there's a demo section that removes the front end altogether. Instead you get a very impressive texture mapped space ship flying around. Nice.



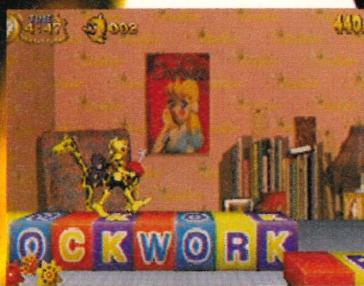
● All manner of audio effects can be accessed from the front end of the Saturn.

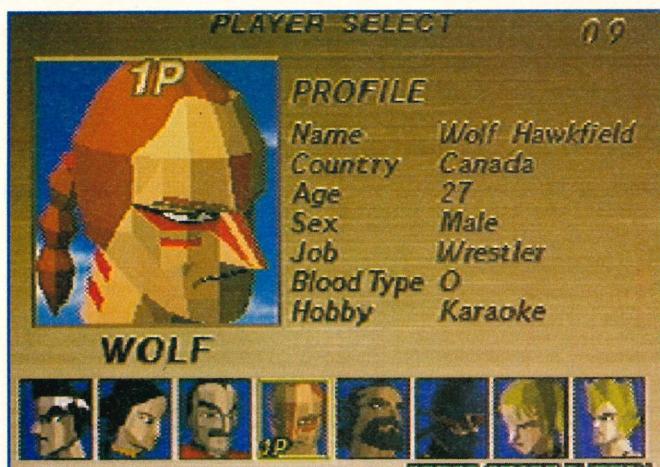


● Watch those polygons form the Saturn intro screen when you power-up the machine...

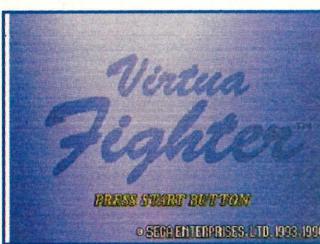


● It's the Clockwork Knight. SEGA MAG is the only UK mag to have actually seen it.





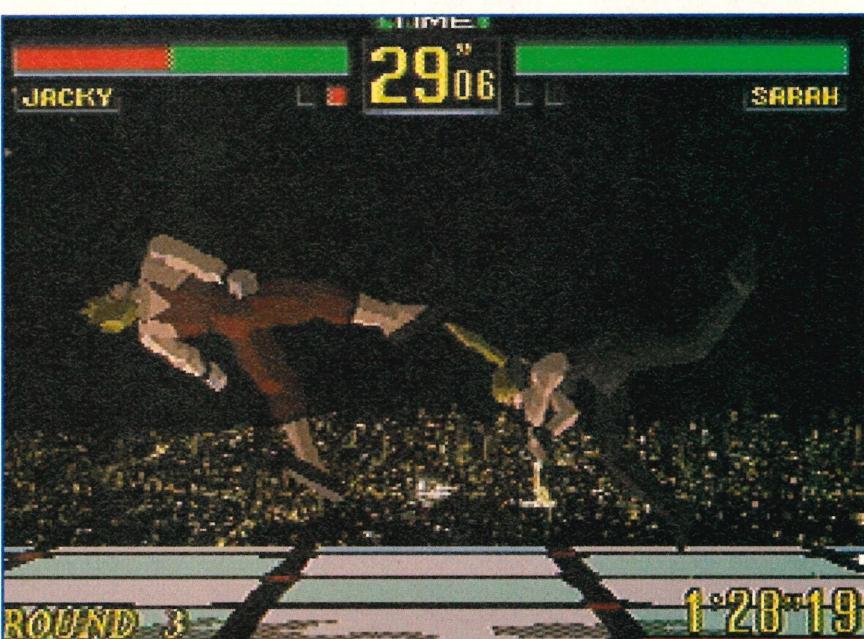
▲ Everything from the coin-op is in Virtua Fighter. It's stunning.



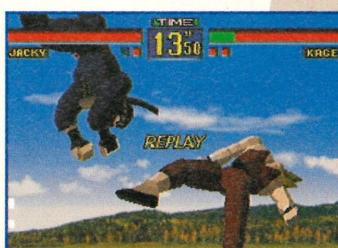
▲ No one should have any complaints about Saturn Virtua Fighter. We've been playing the game for a solid week and it remains as fresh and entertaining as ever.

▲ The sound is tremendous - the noise of a roundhouse connecting is akin to a small bomb being detonated! The stereo effects could well make this the best sounding game ever...

VIRTUA FIGHTER



▲ Every move, every combination attack, every stunning camera angle. It's all there.



▲ Those replays are a crowning glory to particularly masterful Virtua Fighter players.

For months now we've been bringing **SEGA MAGAZINE** readers unparalleled coverage of Saturn Virtua Fighter and finally, we've played a finished Japanese version of the game... and it's incredible.

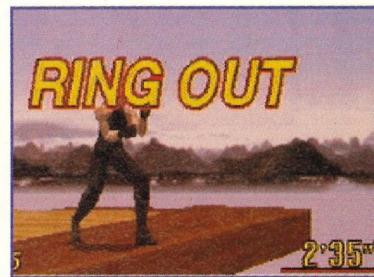
Virtua Fighter has generated an unforgettable atmosphere in the **SEGA MAG** offices - a feeling that I haven't witnessed since we got in the first 16-bit systems four or five years ago. Words and pictures cannot describe just hot this game is. You've got to see it in action to appreciate the stunning nature of Saturn Virtua Fighter.

First of all, let's get the bad news out of the way. The graphics aren't quite as good as the arcade machine's. There are less polygons on the characters, but I can't say you can really tell the difference. What you can see is that in places Virtua Fighter is quite jerky and flickery. It doesn't happen often, to be honest. When the camera zooms in at the beginning of the round, there is some flicker and jerkiness - but once the fight begins proper, the jerkiness quickly vanishes. Oddly enough, the characters themselves NEVER jerk at all. It's always the backdrops. Also, in what is a bit of a bug, parts of the characters disappear in the replays. These are tiny irritants in an otherwise stunning game, but **Sega Europe** ought to get them removed from the official UK release version of this game when it appears. That's the bad news over with - and really it is nit-picking,

because Virtua Fighter plays exactly the same as the arcade machine - and the movement, which made the coin-op so incredible, is EXACTLY the same on Saturn. The result is the most stunning beat 'em up I've ever played. What's more, this isn't the limit of Saturn's power. Saturn programmers at JVC told us that due to the short programming time and incomplete development tools, Virtua Fighter is, and we quote, "only 40% as good as it could as have been". Unbelievable, considering how stunning this game is. No one knows the true power of Saturn - not even people involved in its creation (JVC designed key Saturn microchips).

Oh and by the way, you may have been worried about Saturn's CD loading times. Worry no more. Virtua Fighter loads up in about 15 seconds and inter-level loading takes about two to three seconds. It's not instant, but you hardly notice it. I've got to mention the stunning sound - it's just unbelievable. The music is almost as good as the arcade machine (although for some inexplicable reason, the arcade tunes have been remixed to sound not so impressive) and there are tons of brilliant sound effects - it's the best sound ever in any home videogame.

Virtua Fighter is the ultimate cool. It's the greatest fighting game ever and it's running on a home system that has proved its power with its very first game!



▲ Ring Outs add further to the gameplay. You automatically lose the round if you fall out (or are pushed out) of the ring, making edge-of-the-area combat particularly exciting.

REPLAYS

All of the impressive camera angles and replays have made it in Saturn Virtua Fighter. Oh, let's not beat about the bush - this game is just about identical to the £12,000 coin-op in every respect. Still, talking about the replays gives us the chance to print a couple of impressive screenshots that really show off some of those incredible views.



STAGE SELECT

Saturn Virtua Fighter has a two-player versus mode that enables you to see all of the levels if you're a bit crap and can't do it in one-player mode. Here's a shot of a couple of the levels, including the final showdown with Dural, the female T1000-esque machine who knows everyone's moves and uses them to devastating effect.



THE JOYPADS

Having a decent machine is all very well, but a responsive controller is essential in getting the most out of games. The Saturn's joypads are excellent, being as responsive and tactile as the Sega six-button controller launched with Megadrive Street Fighter II last year. In addition to the front-mounted seven buttons, there are also two located on the top of the joypad.

THE OFFICIAL MODEL

Hardly any details have been announced about the Sega Saturn that's going to be launched in Europe in 1995. However, SEGA MAG spies have learned that the machine is almost definitely going to be different in appearance to the unit featured on these pages... and just as well, as far as we're concerned because although there's no doubt the power of the machine, its actual appearance is very bland and quite unimpressive to be honest.



• Saturn's cartridge port.



• The Japanese package plus game.



Expansion port - for the MPEG adaptor, perhaps?

The all-new AV output, for RGB and composite video.

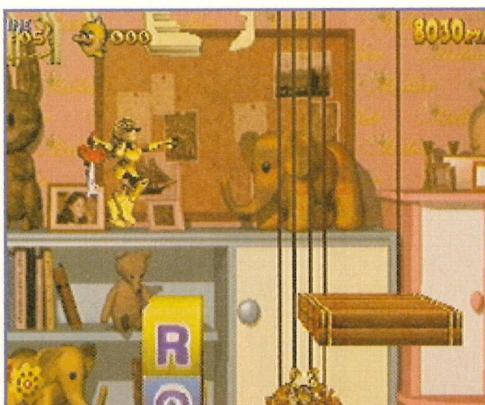
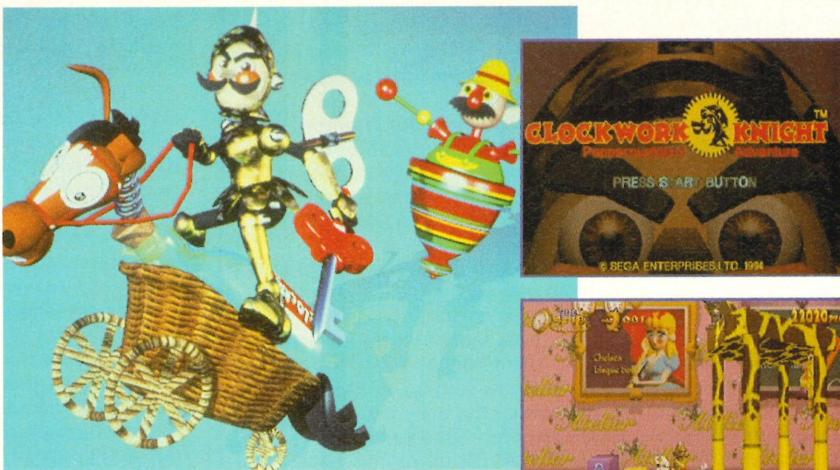
Connect up to other Saturns here for multi-player action.

Plug your power cable into the internal transformer.

SATURN AND 32X... CAN THEY CO-EXIST?

Sega are pretty confident that they've effectively sewn up the entire "Next Generation" console market with Megadrive 32X (which SEGA MAGAZINE readers should know all about) and the Sega Saturn. The question must be asked: why did Sega release two different games systems? There are many different 32-bit systems coming out, and surely Sega producing two systems will only confuse the market further? Well, maybe that is the case, but Sega's overall plan really is pretty cunning. The all-new "Next Generation" consoles all have one thing in common - along with being very powerful, they're all really expensive. 3DO costs £400 and you can expect Sony's Playstation to be in the same price bracket. And to honest, Sega's Saturn console isn't going to be any cheaper. We're talking very serious gaming and multi-media power, but it comes at a price that the mass-market simply won't be able to absorb. Only the true gaming maniacs prepared to shell out a pretty hefty amount of cash will buy into Saturn or any of the other new systems.

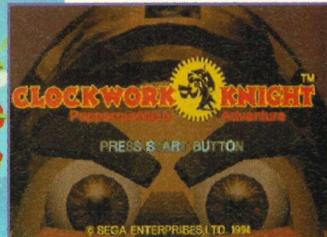
That's where Megadrive 32X comes in. Being an add-on for the 16-bit machine, it's more affordable at £170.00 - and highly powerful too. Doom shows that 32X can successfully emulate high-end PC games whilst Star Wars Arcade is a smart, very close conversion of a £12,000 coin-op. There's no doubt at all that Saturn is more powerful, but don't discount Megadrive 32X - Sega themselves have over 40 titles in development as we speak, and the other software houses are heavily backing the upgrade. By the end of next year, you should expect to see over 100 different 32X titles on the shelves, including big names like Street Fighter and Mortal Kombat II - as well as conversions of incredible Sega coin-ops (which will never appear on non-Sega systems). Either way, with whatever system you choose, you can't really go wrong with a Sega 32-bit machine - just make sure you opt for the system that's best for you. Remember though that unless you're seriously considering going for a highly expensive Saturn import (current average price: £650!), the machine won't be available until the Autumn of 1995.



▲ The level of depth is frankly superlative.

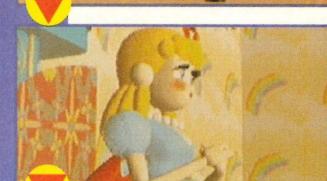


▲ Clockwork Knight becomes invincible here.



THE INTRODUCTION

A selection of shots from the incredible, Silicon Graphics generated full-motion video sequence at the beginning of the game. Awesome...



CLOCKWORK KNIGHT

SEGA MAGAZINE has had an exclusive playtest of one of the most eagerly awaited Saturn titles... **Clockwork Knight**.

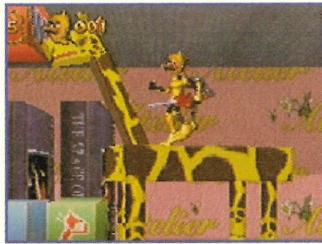
Right from the start, you know you're in for something special as *Clockwork Knight* has the most stunning full-motion video intro sequence you're ever likely to see. It successfully creates a fantasy world packed with toys all going about their business, dancing about and generally looking ace. Backing the visuals is some perfect, and yet rather corny, music. As intros go, *Clockwork Knight* can't be matched. The game proper is equally as stunning. The actual game concept is actually rather pedestrian - it's a platform game with running, jumping and attacking. But it's the execution of this title that makes it so ace.

The sideways scrolling world has an incredible 3D depth to it with other toys and hazards shooting out from the backdrop to attack you. It looks so realistic thanks to 3D trickery,

and the smoothness of the game

can't be faulted: *Clockwork Knight*

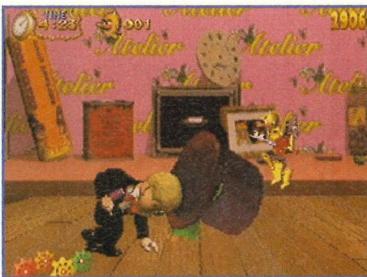
always runs at 60 frames a second, making it as smooth as any arcade platformer (but far more impressive). It's these 3D effects that make every level of *Clockwork Knight* such a brilliant 3D experience. Every object is a texture-mapped series of polygons, but you just aren't really able to tell, because the objects look so real. Case in point: on the first level, you're attacked by collapsing cuckoo clocks that spring out from the background to molest you. The effect is tremendous: these objects are as detailed as conventional sprites, but far larger - and a lot smoother - an effect that only the mathematical power of the Saturn can produce.



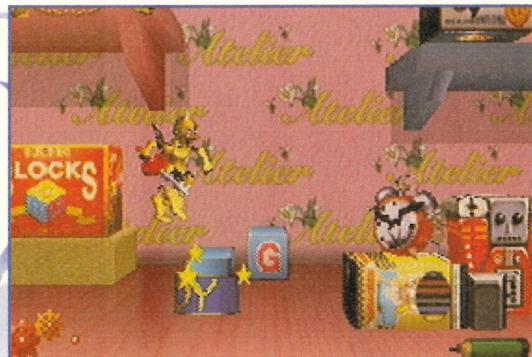
▲ The 3D graphics provide what is the ultimate form of parallax scrolling - the giraffe here is an excellent example.



Another great effect can be witnessed on level two, where you're riding along on a toy train set. In the backdrop you can see another train on another track slowly making its way towards you. When the train finally reaches you, you're in for yet another graphical feast. *Clockwork Knight*, like *Virtua Fighter*, is true "Next Generation" stuff - there is nothing on any home format (or in the arcades, come to think of it) that comes anywhere near this. Stunning.



▲ The bosses are incredible...

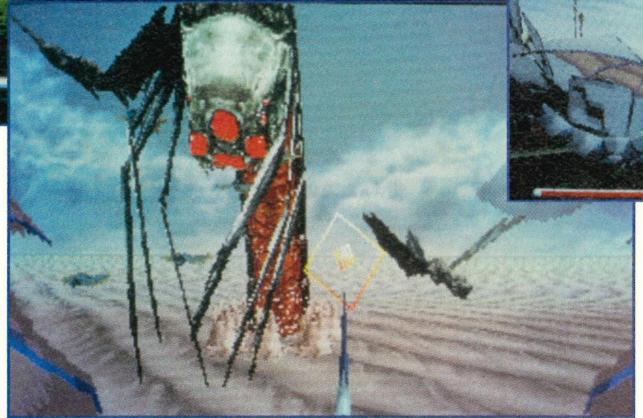


PANZER DRAGOON

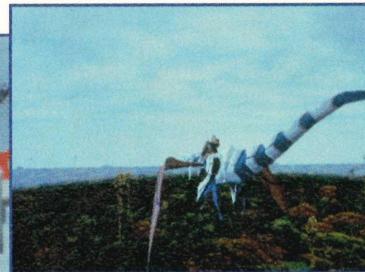


▲ There's no knocking the 3D effects in Panzer Dragoon. The detail and the pace of the game makes it a truly majestic Saturn title.

● We've played Panzer Dragoon in its 25% complete stage, and it's amazing. The gameplay is pretty simplistic and your movement is limited to scrolling just a little bit left or right. But the inclusion of four viewpoints, accessed with the LEFT and RIGHT buttons is an original touch to the gameplay.



▲ Just wait until you see these incredible visuals move - this is a true "Next Generation" title.



YUMENI MANSION

Mega-CD owners will know this game under its more conventional moniker: Mystery Mansion.

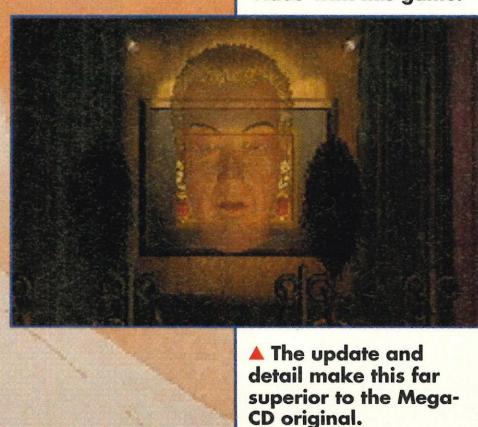
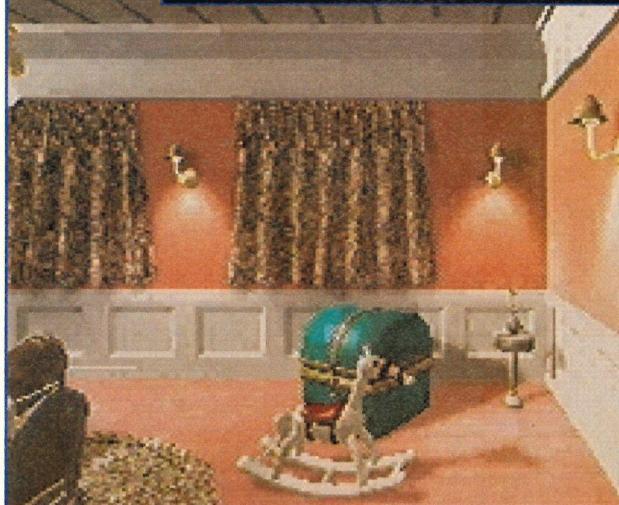
It's a game based around a mysterious mansion (but you probably guessed that), which is portrayed brilliantly thanks to the wonders of full-motion video. The detail in the graphics, along with the speed and smoothness of the full-screen FMV update make this a pretty stunning game to watch and listen to.

In terms of gameplay, there's little we can tell you about Yumeni Mansion at the moment - owing to the fact that the all-important dialogue is in Japanese. What we can tell you is that the game may look the same (but better) than the Mega-CD version, but it's bigger and the adventure is significantly different to the 16-bit version.

However, technically speaking, there's no knocking the Saturn's FMV capabilities - Yumeni Mansion does look very nice...



▲ Saturn proves its worth for full-motion video with this game.



▲ The update and detail make this far superior to the Mega-CD original.

Even the importers are going to have to wait a long time to see Panzer Dragoon - the game is still deep in development, and at the moment is only about 25% complete. Of course, SEGA MAGAZINE has been privileged enough to see the most up-to-date version... and it's out of this world.

In terms of gameplay, Panzer Dragoon is exceptionally simple. You're a dragon-mounted, laser cannon wielding maniac and your job is basically to shoot everything that turns up on-screen. It's a true 3D blast in that you can use the LEFT and RIGHT buttons on the Saturn joystick to choose one of four different 3D views, so you can blast enemies behind and to the side of you.

The thing is, Panzer Dragoon is graphically and sonically absolutely incredible. The landscapes you fly over are stunningly rendered in 3D, moving at a silky smooth frame rate. The first level is impressive enough, but once you reach level two you're in for an incredible surprise. This stage is set over a forest and you can make out just about every single tree as you fly over it. The meemies become a lot more impressive as well - bizarre airships populate the skies and when you fly in close, you can make out a vast amount of texture mapped detail... And just wait until you witness the end-of-level boss!

The sound too is stunning. The conventional blasting effects are backed by an excellent motion-picture soundtrack which really gives the game some class.

So overall then, Panzer Dragoon looks like being yet another essential Saturn game. It's superlative stuff even at the 25% complete stage - who knows just how much more impressive this game will be when it's finally complete sometime in 1995...

GAMES IN DEVELOPMENT

SEGA MAG has taken a quick peek at a couple of other promising Saturn games still deep in the production stage. For news of other games still in their initial stages of development, check out the news section - we've got the latest Saturn Daytona shots there - and it looks totally outstanding.

SHINOBI-EX

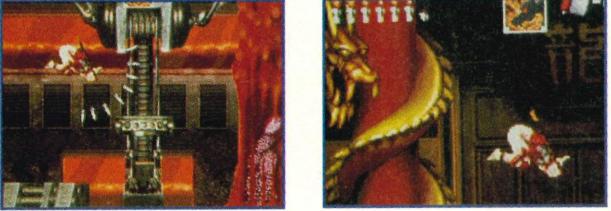
Still only a working title for a game that is shaping up to be pretty damn smart. Expect playability much the same as Megadrive Shinobi III, but with far superior audio-visuals and a few surprises in the gameplay department.



▲ One of the few 2D games revealed for Saturn so far.

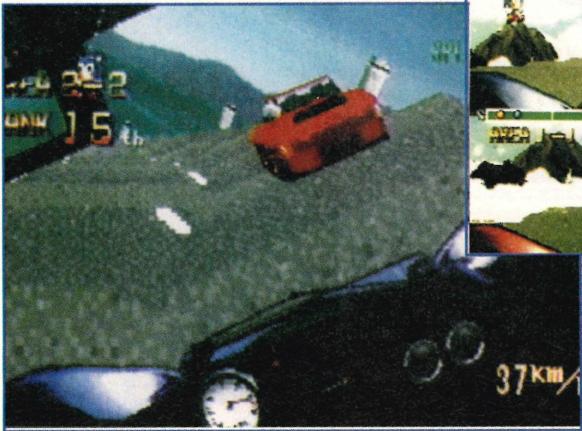


▲ A Shinobi game just wouldn't be complete without music from Yuzo Koshiro - let's hope he does the Saturn sound.



GALE RACER

An arcade perfect conversion of Rad Mobile was promised, but sadly the Saturn version fails to deliver... Not even the graphics look much like the coin-op's, to be honest. This isn't the greatest Saturn game available and we'd be exceptionally surprised to see this one appear when the new system gets its European launch.



▲ One area where Gale Racer does improve on the coin-op - a split-screen two-player mode has been coded in.



▲ Early screenshots were of a Silicon Graphics generated demo - this is the actual, quite disappointing game.

START FILE



Be quiet. Be vewy vewy quiet.
Listen closely. Now leap up and
down slapping your bottom as if
you had been stung by the
scorpion's tail of the dread
Mmrrmrhffff herself. Ha ha,
mortals – fooled you! Bet you
looked silly – it was just my little
joke, you see. Though now is not
the time for jokes but for a
body-board ride on the astral
tides of cognitive tipping. Now is
my time. I, Ederick Lomas –
kangaroo-breeding bush tucker
man of the sage mystical out-
back. Read on, gamestrels, as I
swig from the XXXX of whis-
pered knowledge to bring you
this, the SEGA MAG tips section.
Attune your crystals to MOCASSIN
SNEAKERS UP YOUR A-HOLE TIPS
SECTION, SEGA MAGAZINE, PRIORY
COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. Now go, I must
raid Eddie Cochran's innermost
psyche for a Doom level select.

BALLZ

Since my fab guide in last issue, I've found some more moves for this great game.
 For a start, every character can perform a quick jump to either side by pressing "L+K+J" to go left and "R+K+J" to go right.

Bruiser

Crouching uppercut - K+J whilst crouching
 Flying drop-kick - P+K in the air
 Leg grab - P+K whilst crouching

Divine

Low lunge kick - K+J whilst crouching

MEG

FIFA SOCCER

Thomas "Blue Moon" Parish from Warrington says that if you do an instant replay of the coin toss in reverse, it looks like the referee eats the coin. I think he's a bit mad.

**TAZ IN ESCAPE FROM MARS**

When the "Sega" logo appears at the start of the game press A and B simultaneously on controller 1 and C simultaneously on controller 2. Release them and you will hear a noise to tell you that it has worked. Start the game and at any time, pause and press A to make a cheat screen appear. This screen lets you select your level and give yourself full energy.

SUPER- STREETFIGHTER 2

T.J. McCall from Blantyre, Glasgow has written in to say that it is possible to see your character's full ending screens even when playing on only one difficulty star. Go to the options screen and set everything up as you want it with any difficulty level. Put the game onto "Expert" mode and start the "Super" option as normal. You will now have to beat all 16 opponents but you'll get the full end screens.



SEGA DRIVE

FIFA SOCCER '95

This tip was sent in by three people on the same day so it must be fairly easy to find. Thanks to David and Gavin Edgar from East Kilbride in Scotland, A. Stokes from Llanrhymney in Cardiff and Gary and Mark Osborne from Middlesbrough in Cleveland. Go to the Options screen and press the following button combinations.

Super Power - B, A, B, B, B, B, B, B, B, B

Super Goalie - A, A, A, A, A, B, B, B, B, B

Super Offence - A, A, A, A, A, B, C

Super Defence - B, B, B, B, B, C, B

Invisible Walls - C, C, C, B, A, A, A, B

Crazy Ball - C, A, B, C, C, B, A, C

Super Curve Ball - B, A, C, B, C, C

Dream Team - A, A, B, B, C, C, A, A

Shootout Mode - A, B, A, C, A, B

You will hear a pinging noise after entering each of the codes. Start the game as usual and go to the Control screen then press A. All of the entered cheats will appear on screen for you to select.

"Stokesy" also says that after scoring a goal press:

A for "Goooooaaall!"

B for sound of a hooter

C for sound of fireworks

This little tip will allow you to build up your characters experience points, levels and money fairly easily. Save the game when in a village and go off looking for a fight. Use the fight as a chance to get experience points for your characters and also to pinch money from your enemies. When you start to lose, use your leader's "Egress" spell to take you back to the last village and use your collected money to raise any dead team members. Once you have done this, spend any more money on weapons and potions and save the game again. Go back to the fight and start again. Using this method you can power up your characters to level 20 and then promote them.

MORTAL KOMBAT II

This odd happening was sent in by "Big Al" Alex Wright from Epsom Downs in Surrey and Ian Warburton from Sheffield. Use the "Test Mode" cheat from issue 11 and turn on the "1 hit kills player 2" option. Select Kung Lau for player 1 and win both rounds. At the end of the second round use the "Hat Decapitation" fatality (it doesn't matter if you miss their neck). Select Kung Lau as your character for the next fight and perform the hat throw as your first move without moving away from your starting position. It will hit your opponent and take off their head!

SONIC 3 AND KNUCKLES

If you play the whole version of this you get the save game option which can be used to collect all of the "Super Emeralds" easily. Just complete the game using a save game space and from then on you get to choose which level to play on. Select "Mushroom Hill Zone 1" and play through to the first special stage. Collect an Emerald (or at least try) and when the level restarts, press reset. It will save any Emeralds you have picked up and you can repeat it until you collect them all and impress your friends.



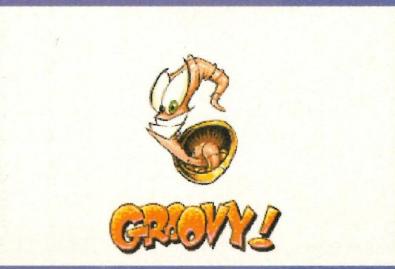
EARTHWORM JIM

Here are some exclusive cheats straight from Virgin. When it says "A and left" you must press the two buttons at the same time.

For a level select- Pause the game and press: A and left, B, B, A and right, B, B, A and unpause. You'll hear a voice say "Cheater!" and after a picture of the programmers you get a cheat screen.

Here you can select your level, give yourself infinite energy and look around the level as you wish. There is also the familiar "Freezability" option.

To end the current level, Pause the game and press: A, B, B, A, A and C, B and C, B and C, A and C then unpause. You will hear "Cheater!" and the end screen will appear.



UNIQ

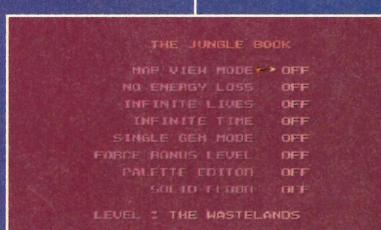
JUNGLE BOOK

There are more cheats in this game than anyone expected and here's another to add to the collection.

Pause the game and press: A, B, B, A, C, A, B, B and you'll notice that the game has changed colour. Do the same again and it will change once more. This can be repeated up to seven times and you will get something different each time.

If you want to see the game's end sequence without working for it, pause the game and press: B, A, down, C, A, right, left, A, right, down. (BAD, CAR, LARD).

If you feel like turning the sprites upside-down press: left, A, right, down, B, A, left, left, C, right, up, down. (LARD, BALL, CRUD). For those of you that had trouble getting the level select cheat of last issue to work, here is the correct version. On the first level, walk to the right until you reach the big set of deadly thorns. Jump out over them and pause the game before you hit them and die. Now press: B, A, down, C, right, A, B, left, A, right, down, B, A, left, left, C, up, right, left. (That spells BAD, CRAB, LARD, BALL, CURL). The cheat screen will appear and you can fiddle to your heart's delight.



URBAN STRIKE

There are a few odd little secrets in this game. Firstly, on the casino level, shoot the first gambling machine to the bottom right of the cashier booth and you will find a little Elvis Presley standing inside. Walk up to him and he will start dancing!

Stuart "Pow" Clarke from Alum Rock in Birmingham has found another hidden Elvis on the Alcatraz level.

Work your way through to the pathway at the top left of the level and walk up to the end of it. Go through the barrier and walk up into the black at the top of the screen. Walk to the left until you come to the edge of the screen where you should see the King himself. Little Tommy G has found yet another Elvis, this time on the San Francisco level.

From the start, fly to the left and you should find a row of houses. Shoot them and in one you will find a man dressed in white. Shoot him to receive a message that the king has been destroyed.



MAXIMUM CARNAGE

William Reid from Cowdenbeath, Fife has sent in directions to a secret room. "Choose Venom on the second hero select screen. Play until you reach the FF Lab level. Swing forward and land, jump up and push left and you should reach the secret room. Simple!"

BUBSY 2

This cheat gives you 99 ballzookas for you to play with. As soon as you turn the machine on press: B, A, left, left (which spells BALL). Simple!

GAME GENIE

Michael Horn from Morecambe, Lancashire has sent in a list of very odd codes that he's discovered.

Mortal Kombat

BWVA-ACEE = Throw a fireball to make your enemies' head explode

AXDA-AA2T = Fight when frozen

BWXA-AC32 = Perform

Sub-Zero's slide to

become black and purple

8C7T-AA2T = Player

stays down after throw

ABDA-AAG2 = No dis-

tance on throws

EV8A-AA9N = Players

hit from anywhere

AVDA-AAG2 = Player on

right side faces wrong

way

AVEA-AC94 = Player 2

wins instantly

Mortal Kombat 2

AKXA-AA22 = Won't

allow finishing moves

AV8A-AC5L = Sweeps

are disabled



DAYTONA U.S.A.

Here is a massive, and really quite brilliant, list of tips and cheats for what is probably the best driving game ever. Thanks very much to Marcus Moresby from St. Albans, Herts for them.

During the Demo - While the demo is running, pressing the view buttons will change the view of the demo car. You can also stop the slot machine (see later) during the demo of the beginner course.

Speed up the Cars - When selecting your track, you can speed up the little cars on other player screens by pressing your view buttons. Press all four at once for maximum speed.

Time Lap Mode - On the transmission select screen hold the START button whilst choosing your mode to race against the clock with no other opponents.

Real Players Only - If both players in a two player game do the Time Lap cheat simultaneously then you will race with out any annoying purple cars.

Traffic Map Adjustment - To change the range of the traffic map press the following buttons during the race.

For short range: Hold START and press View 2

For medium range: Hold START and press View 3

For long range: Hold START and press View 4

Course Map Adjustment - To adjust the size of the course map press the following buttons during the race.

For large track: Hold START+View 1 and press View 2

For medium track: Hold START+View 1 and press View 3

For small track: Hold START+View 1 and press View 4

Out of Trouble Teleport - If you skid off the track at any point, press START to teleport back onto the track at 0 M.P.H.

Stop the Slot Machine - On the Beginner course, just before the Sonic Mountain turn there is a Slot Machine hanging over the track. Press START once to stop the first reel then again for each of the other two reels. Press START again to start them spinning.

"CONGRATULATIONS You Just Lost Your Sponsors!" - On the Advanced course, just after the start of the race, turn around in the pit lane. Keep going backwards and take the road to the right to find a dead end with a big sign saying "CONGRATULATIONS You Just Lost Your Sponsors!"

Make Jeffry Dance - On the Expert course, stop at 0 MPH in front of the statue of Jeffry from Virtua Fighter and repeatedly press the START button. The statue will move through one of it's 32 frames of animation for each press.

See the Credits - When you finish a race ranking 1st, 2nd or 3rd place you get a short scenario for each course. When this is running press START to see the credits.

Speed Up Game Over - When you finish a race and "Game Over" appears, press START to speed up the letters.

MEGA DRIVE 32X

STAR WARS ARCADE

This is our first ever 32X tip and it was found by none other than super editor Rich Leadbetter. When playing, change view so that you are behind your ship. Now when any enemy ships are flying behind you, your guns will still lock on and you can fire a shot off without having to turn around. This makes it a lot easier to wipe annoying bogies off your behind. Which is something that Rich knows a lot about.



Music After Initials - When you finish a good race and get your initials in one of the top five times, enter one of the following to hear 5-10 seconds of music from the corresponding game.

A.B - After Burner
 E.R - Enduro Racer
 EXN - Exhaust Note
 G.F - Galaxy Force
 GLC - G-LOC
 GPR - GP Rider
 H.O - Hang On
 ORS - Outrunners
 O.R - Outrun
 P.D - Power Drift
 QTT - Quartet
 R.M - Rad Mobile
 S.C - Stadium Cross
 SDI - SDI
 S.F - Strike Fighter
 SHO - Super Hang On
 S.H - Space Harrier
 SMG - Super Monaco GP
 T.B - Thunderblade
 TOR - Turbo Outrun
 V.F - Virtua Fighter
 VMO - Vermillion
 V.R - Virtua Racing

Fast Start on Advanced or Expert - To start either of these tracks without skidding, hold the gas pedal during the countdown so the line is between orange and red. Hold it there until you exceed 30 MPH then push the pedal all the way down to stop yourself skidding and therefore saving some time.

Pit Lane Shortcut on Beginner - It is possible to drive through the pit lane without stopping if you position your car just right. You must have your right side tyres driving on the dark black line on the right side of the pit lane. You must keep the tyres as close as possible to the grass without touching it and losing speed.

DOOM:

THE ULTIMATE PLAYERS GUIDE

Here at SEGA MAGAZINE, we really like Doom. It plays incredibly well and is currently the best Megadrive 32X money can buy. It's also replete with many different secret rooms and suchlike, which can easily make the difference between life and, um, death. Richard Leadbetter is your guide.

YOUR ARSENAL

Weapons. Doom has plenty of them and they're most enjoyable to use... provided you know how to get the most out of 'em. This guide gives you a few dos and don'ts about each of the offensive items.

FISTS

Not much good really. You need to be in close to use your extremities effectively which leaves you open to reciprocal attacks from the meanies.

GOOD FOR: A laugh, particularly if you've picked up a berserker capsule... although you're still open to damage.

BAD FOR: Getting anywhere in the game. Stick with your projectile weapons.

COMEDY VALUE: There is some amusement to be gleaned from punching demons to death whilst in berserker mode. "Hard" players could try punching up the soldiers to prove how great they are.

PISTOL

The basic weapon you start out with Doom. To be honest, you'd have to be a bit stupid to use this when there is far superior hardware in the game...

GOOD FOR: Getting the shotgun by shooting one of the Shotgun Guys.

BAD FOR: Taking on the harder demons if you're using the level skip - not that you have much choice.

COMEDY VALUE: About as funny as sneezing in a space suit.

CHAINSAW

The chainsaw in Doom has attained almost mythical status. It makes some great noises, but as a weapon in its own right, it's not particularly impressive.

TOP TEN BASIC DOOM TIPS

There's quite a knack to playing Doom effectively, and it can be summed up with the following points, as laid out below in a very easy to absorb form.

1. Get hold of a decent selection of weapon early on in the game - follow the Secrets of Doom tips later on in this special and you should have a pistol, chainsaw, shotgun, chaingun and rocket launcher by level three.
2. Never rush into a new area unless you really know what you're doing. Take a peek into a room - if a meanie sees you, leg it out of the room and wait for the him to reach the doorway. Then let it have it. Ahahahaha!
3. Taking on the imps and the cacodemons is a lot easier if you master the sidestep (the C button). You can dodge fireballs and return fire easily using this technique.
4. Never bother using your fists, even if you've picked up the berserker pack. At close range, the meanies get in plenty of damage. If you've run out of ammo, run away and get some more, fool!
5. For God's sake don't use the level skip option at the beginning of the game. If you do, the secret level and special bonus stage at the end of the game are instantly denied to you. And that's not particularly clever really. Still, the level skip IS useful for practising individual, or sets of, levels.
6. The nukage (ie slime) that you find in the game causes much damage. Use the A button to run through at top speed. Also, choose a route carefully across so you spend the least amount of time on the slime. There are different types of slime, some being far more damaging than the stuff on the earlier levels, so this is quite an important tip, really.
7. Any piece of wall that stands out as being different in terms of texture or colour should be immediately investigated (with the C button). This is the easiest way to find the secret passages.
8. Be pretty careful with your ammo. Choose the right weapon for the right job (see the weapons box later on in this tips special). Also, be sure to make full use of the toxic barrels... but more of that later as well.
9. The first two difficulty levels are pretty much a waste of time, to be honest. The fun of Doom is in shooting everything and the only thing that these difficulty levels do is to remove the meanies, and hence remove the fun.
10. Unless you're well up on the secret passages and rooms on the later levels, it's advisable to stockpile weapons and ammo on the earlier levels. So bear that in mind.

how good the graphics are, whip out the chainsaw, murder a few minions of Hell and watch the results...

SHOTGUN

The first decent weapon you'll find in Doom. Excellent short range weapon and okayish at long range. Can take out soldiers and imps with one carefully aimed shot.

GOOD FOR: Killing just about every meanie in the game. Cacodemons require around seven or eight well-aimed shots, but that's still cheaper than using rockets. An essential Doom tool.

BAD FOR: Situations where you're heavily outnumbered. The shotgun has a slow reload rate so while you're reloading, you could be dead meat. **COMEDY VALUE:** Plenty, although the laughs are a tad more subtle than the chainsaw-related hilarity. It's quite amusing to shoot a meanie and watch the corpse fall down the stairs/chasm/whatever.

CHAINGUN

The first really impressive looking weapon you pick up in Doom. The chaingun pumps out a huge amount of bullets at high speeds (even quicker than the PC version!). The chaingun was enough to make Arnie say "Excellent" in T2 and rightly so.

GOOD FOR: Killing loads of imps or soldiers. Decent enough for killing a rampaging demon or Cacodemon if he's getting a bit too close for comfort.

BAD FOR: Ammo consumption. Even wasting a bunch of imps takes a fair amount of ammo, and you could find yourself out of bullets in the middle of a pitched battle if you're not careful.

COMEDY VALUE: The very first time you destroy ten plus meanies with your chaingun is a moment you may never forget. The death screams per second quotient is also a cause of much merriment.

ROCKET LAUNCHER

One of the most powerful weapons you'll find in Doom, the rocket launcher is an effective tool for crowd dispersal. The explosive blast

typically takes out at least three members of the underworld.

GOOD FOR: Destroying those legions of imps that appear when you pick up that keycard. Also, the blast radius of an exploding rocket makes it a decent weapon for firing at an angle down a corridor in front of you. Effectively, you can destroy meanies around the corner from you without them ever seeing you. The rocket launcher is also an effective Cacodemon repellent if you find them a bit scary. Two shells and they're history.

BAD FOR: Close range combat. If a rocket explodes near you it causes you much damage as it does to the demonic minions. Blast a wall in

front of you and you're immediately dead meat.

COMEDY VALUE: Makes a most entertaining noise when you fire it and the resulting airborne entrails provide a particularly satisfying audio-visual comedy feast.



PLASMA GUN

Very powerful indeed - the plasma gun is one of the most powerful weapons in your arsenal and is particularly effective against just about every creature you'll meet in Doom. It's powerful, pumping out that plasma at a tremendous rate.

GOOD FOR: Just about anything you'll meet in Doom. The plasma gun inflicts great damage...



BAD FOR: Energy consumption. Energy cells are a bit thin on the ground in Doom and you don't get much value from your average 20 energy points. Basically, be careful. Learn how many plasma bolts each meanie needs and don't go over the top...

COMEDY VALUE: Not much actually. There's a fair amount of entertainment to glean from the sheer noise and graphical effect, but the plasma gun is just too damn efficient to provide much in the way of amusement.



NUKAGE BARRELS

These highly concentrated barrels of gunge provide an explosive yield roughly approximate to an exploding rocket shell. Activated simply by blasting them a couple of times with your pistol...

GOOD FOR: Dispensing crowds of meanies without having to use up any ammo. Takes out several nasties with one shot. Most economical.

BAD FOR: You... if you're not careful. If you're standing next to a barrel and the enemy blast it, you don't have much chance of survival.

COMEDY VALUE: Loads and loads. The trick is to blast a barrel with a soldier or imp standing right next to it - the blast causes the meanie to explode sending gore flying about the shop. Keep your ears peeled for the excellent squelching noise. It's highly entertaining... and when you're bored with it, perform this manoeuvre in front of your mates.

THE BFG-9000

This weapon doesn't appear much at all in Megadrive 32X Doom and isn't really what it's cracked up to be. It just means you get less ammo for your plasma gun and provides no substantial entertainment when you dispatch the undead. Do it the hard way and use one of the other weapons.



continued overleaf



THOSE SECRET BITS...

LEVEL ONE

There's no excuse for not getting 100% on your secret bonus tally. There are only three secret bits in this level, all of them centralised on one specific area.

SECRET ONE



The corridor to the right has a conspicuously grey wall...



Closer examination reveals a wall you can open...



It leads to a corridor packed with ammo and medical supplies...



And leads out into the open, where a super armour bonus awaits!

SECRET TWO



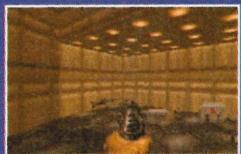
That grey ledge on the left can be lowered...



Walk up to the exit door down the corridor. You activate a trip wire...



Which lowers the ledge...



And gives you the shotgun on level one!



In the same area, standing here, just before the zig-zag bridge is a trip wire that activates a timed lift in the corner of the secret room revealed in secret two...



Use the A button to leg it right into the corner...



There's a timed lift. If you're quick enough you'll be able to jump onto the lift... And be able to run through this corridor at maximum speed!

Each level in Doom is packed with secret passages and rooms. It's the key to getting the weapons early, which is very important. We've given away most of the secrets for the first four levels along with THE PATH TO THE SECRET LEVEL! Huzzah! More secrets next month...

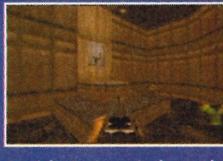
LEVEL TWO

The secret areas on this level are pretty easy to locate - and extremely useful indeed. You should be able to complete this level with the pistol, shotgun, chain-grenade and the mighty chainsaw! Can't say fairer than that, can you?

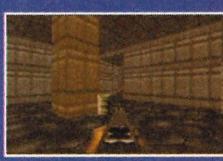
SECRET ONE



As you start the level, you can find a secret door on the right of the block in front of you...



Inside is a switch and some armour...



Facing out from the room, take the stairs to the left...



A hole has been made in the wall...



You'll find an soul sphere super charger...



Try to find the green armour vest - it shouldn't be that difficult. When you do, shoot the wall behind the vest!

And around the corner, the chain gun and tons of ammo!

SECRET TWO



Once you've found the red card, return to the opening room, open the red door and run up the stairs. There's a lighted alcove at the top of the stairs...



Go down, blast the meanies and shoot out the soldiers through the window. You can see the chainsaw, but you can't reach it yet.



Return to the red security door - just before it, you'll find this switch surrounded by nukage. Flip the switch.



Next to the red security door, the wall has moved, giving you access to the south area of the map - where the chainsaw is!



Open it to uncover a backpack full of ammo!



Another secret door! Go through, up the stairs...



Flick the switch on the far wall and the chainsaw is yours!

SECRET THREE



Retrace your steps and return to the maze with the green vest you uncovered earlier.



Hard east in the maze, check the walls. You'll find a section that stands out.



Retrace your steps and you'll find a new opening near the soul sphere window.



Run in and keep to the left wall and you'll see a timed opening. Be quick or you'll miss it.

LEVEL THREE

If you're after accessing the secret level, look no further than stage three... just don't use the level skip if you want to find it! If you aren't too fussed though and want to miss the earlier levels, this is an invaluable level to tool up with using this guide. You can find the mighty rocket launcher on this stage.

SECRET ONE



Take the first door on the left once you've left the initial room, take the steps leading down to the lower level and flick this switch.



Retrace your steps and you'll find a new opening near the soul sphere window.



Run in and keep to the left wall and you'll see a timed opening. Be quick or you'll miss it.

DOOM

THE ULTIMATE PLAY



it around to find some more supplies. And a switch for you to flick.



Follow the stairs down, shoot a couple of imps and flick a switch on the pole. The soul sphere is yours!

SECRET TWO



This secret area carries on directly from secret one. Run like hell back up the stairs and you should find that another timed lift in the same room to the one is ready for you.

And look! Inside! A chaingun and loads of ammo and medical supplies!

SECRET THREE



Once you've cleared the blue security door, you'll find a nukage pool with two routes through. Take the right route, but stop short at the exit to the room.



Be ready to blast some soldiers, but the rewards are well worth it...



A rocket launcher - and a box of rockets! And you're only one level three!



There's a secret door here. Open it...



Hop into the flood of nukage here and leg



... To find a stash of gear, including a chainsaw...



And if you have the yellow security key (found near the first secret area), you can get your hands on plenty of gear, including a soul sphere.

LEVEL FOUR

There are plenty of secret bits to this level and you can find the chaingun and rocket launcher pretty easily with the aid of these tips. It's not really worth using the level skip to reach this area though - if you're playing on Ultra-Violence level (and if you're not, you should be) it can be a tad tough starting out here.

SECRET ONE



The opening room holds some secret supplies. Examine the wall to the left of the door...

SECRET TWO



You'll find a large circular room with a chain gun inside. Look around for this exit with two radiation suits.



Pick up a suit and go through it. You'll find a slime trench. Jump down.

LEVEL FIVE

From here, we're going to leave the game a bit of a mystery. There are loads of secret bits to find, the majority of which you'll find here, but to be honest, finding all the secrets loses much of its excitement factor at this part in the game owing to the fact that you should have most of the weapons by now.

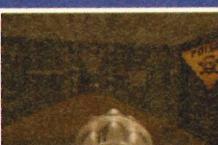


You'll find a rocket launcher, armour bonuses and a spare rocket. Nice.



Flip the switch and leg it up the lift to get a soul sphere.

THE SECRET LEVEL!



Once you've completed all the secret bits to the left of the first room on level three, a drawbridge opens up at the start of the level, thusly.



Go inside and waste the multitude of meanies...



At the back of the room is another exit... Level 17! Hurrah!



And here it is... boy is it ever tough, though.

SECRET ONE



Go north at the start, take the first staircase and shoot the barrels on the right wall.



Look! A shot gun and some nice power-ups.

SECRET TWO



In that same room, go east and jump out into the slime. Leg it to the south east corner.



Push it to get a radiation suit.

SECRET FOUR



Continue down to the end of the room and you'll find an indent in the wall.



Push it to get a radiation suit...



Push the left wall to reveal a chainsaw!



Push again to get a soul sphere.

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Full prize details on entry form

REVIEW INDEX

Once again, there's loads of games for review this month and this 'ere page 'ere tells you where to find them all.

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REVIEW

MEGADRIVE
32XBY:
SEGAPRICE:
£39.99RELEASE:
JANUARYSTYLE:
16 MEGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
LEVEL SHIP

AFTER BURNER

Eight years ago Sega had firmly established their position as the creators of some of the most spectacular coin-ops ever. Space Harrier had introduced the then revolutionary Super Scaler technology to the unsuspecting arcadeasters, whilst its pseudo-sequel, Outrun, broke all records and remains one of the best road racers around.

Sega's coin-op division (populated by members of the now AM2, presided over by Yu Suzuki) produced Afterburner as their next arcade wonder machine. It was a mix of superb speedy arcade blasting, amazing graphics and excellent rock soundtracks. Obviously based around Tom Cruise's activities in Top Gun, with the player piloting a suped-up F14 throw MiG infested territory, it was yet another Sega arcade hit.

This Megadrive 32X translation is virtually arcade perfect. It looks like the coin-op, it sounds like the coin-op and the simple 3D blasting gameplay is exactly the same too. It's quite an outstanding conversion, although you wouldn't really expect anything less of the 32X really, would you?

The simple nature of the gameplay is bound to be its downfall. There's always plenty to shoot, either with your vulcan cannon or guided missiles. But the fact is that the gameplay doesn't really vary that much at all from level to level.

It would be fair to say that people either love or hate Afterburner. It's very simple and that puts a lot of people off the game. However, as a shoot 'em up experience, it is quite unique.

SEGA



▲ Afterburner looks and plays exactly like the coin-op. Hurrah for that.



COM

RICHARD
LEADBETTER

Afterburner was an excellent arcade game and it's one of my favourite coin-ops of all-time (see SEGA MAG, issue one). I recognise that the gameplay is incredibly simplistic, but there's just something about it that I really enjoy - I think it's the sheer loudness and speed of the game that really appeals to me - it's a real audio-visual overload. As you'd expect, this 32X conversion is exactly the same as the coin-op (minus the hydraulic chair of course). Everything's in there, right down to the Outrun car and Hang-On bike that zoom along the runways in the refueling rounds. It's one of the cheaper 32X titles around and one that I might actually buy (if I wasn't editor of SEGA MAGAZINE). If you like the arcade version, this is an essential buy.



▲ The landing zones in Afterburner tool you up with extra missiles and provide a brief respite from the blasting.



▼ The action hots up around stage six.

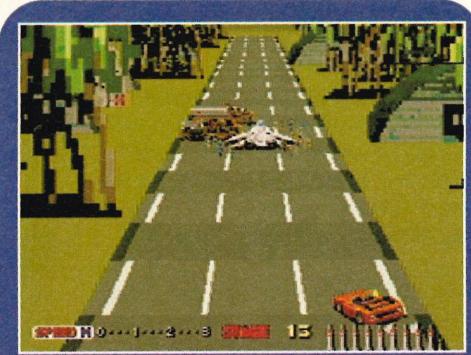


COMMENT



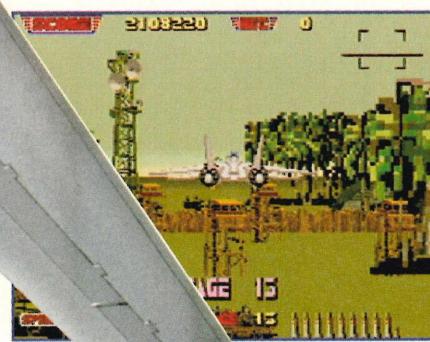
**TOM
GUISE**

Afterburner looks and sounds quite exciting and the fact that it's cheaper than the first batch of games is likely to appeal to some people, but my criticisms of Space Harrier are equally as valid here. Afterburner isn't a bad game really, but it's just so unsophisticated and simple that I just don't think it's worth converting to 32X. Save up the extra twenty quid and get Doom.



▲ Afterburner was put together by the same team that put together previous Sega coin-ops such as Outrun and Space Harrier. As a bit of an in-joke, the Outrun Ferrari and Hang-On bike make special cameo appearances. They make their way into the conversion too!

▼ The action is pretty sedate to begin with, but by the time you reach the middle of the game, the skies are packed with MiGs, planes shooting up the rear and pursuing cruise missiles! No matter how packed the screen is, there's never any sign of any slowdown.



▲ Stage 13 is easy and just involves landing - which is done automatically!



Presentation:

An intro section identical to the coin-op, along with an options screen to muck about with.

79

Graphics:

Sprite scaled graphics exactly as you'd find in the arcade original. The speed is quite incredible.

87

Sound:

Again, coin-op perfect. Loud, raucous sound effects and plenty of decent "hard rock" soundtracks.

89

Originality:

The concept, indeed the actual game, is over eight years old. So, no, not much if the truth be told.

20

Playability:

Very responsive and super-speedy, Afterburner delivers a kick unrivalled by many other blasters.

80

Challenge:

The later levels offer tons of challenge and the continue system isn't bad either.

70

Lastability:

If you really enjoy Afterburner, you play it regardless of whether or not you've completed it. Non-Afterburner fans will grow tired of it very quickly.

76

OVERALL:

A perfect conversion - but is that enough? Afterburner is a game you either love to bits or find incredibly dull after a short while.

77

REVIEW

MEGADRIVE
32XBY:
SEGAPRICE:
£59.99RELEASE:
JANUARYSTYLE:
16 MEGPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
INFINITE

The Neo Geo arcade/home system has tons of quality beat 'em ups available for it - some of the best (most notably Art of Fighting II and Samurai Shodown) feature incredible sprite-scaling that zooms in on the players when they're close and pans back when they're further apart. This feature is the main attraction of Cosmic Carnage - a new space age beat 'em up created by Sega of Japan.

There's no denying that tons of effort has gone into the graphics - each bodily part of each character is an individual sprite that is expanded or compressed and rotated to give a very realistic effect. Not even the Neo Geo games have ever taken sprite-scaling to that level of detail before (although as a result, this 32X title looks quite jerky). What's more, some of the moves are in "3D" - if a character swings around and kicks the opponent, the foot sprite is expanded as it turns its circle so it looks "nearer" to the camera. It gives an illusion of depth that Neo Geo players would never have seen.

In terms of innovation, just about everything is in the graphics although it is possible for some of the characters to have access to different sets of special moves depending on the armour they've chosen to wear for the fight, which is quite original and makes mastering a character take considerably longer. Considering the wealth of excellent beat 'em ups for the 16-bit Megadrive, it's interesting to see if this, the first 32-bit combat game, measures up. Read on...

SEGA

COMMENT

RICHARD
LEADBETTER

As a beat 'em up, I think Cosmic Carnage is pretty decent - the graphics are smart and the special moves can look spectacular, but to be honest I expected more from a 32X title. The sprite-scaling and animation are great by 16-bit standards, but fall far short in the smoothness stakes to Neo Geo titles

like Art of Fighting 2 and Samurai Shodown - games on which Cosmic Carnage is undoubtedly based. I'm not slating this game because as a beat 'em up in its own right, it's entertaining and offers lots of lastability, what with the different armour combinations and game endings. It's just a shame that this 32-bit offering doesn't play as well as the best that 16-bit has to offer.

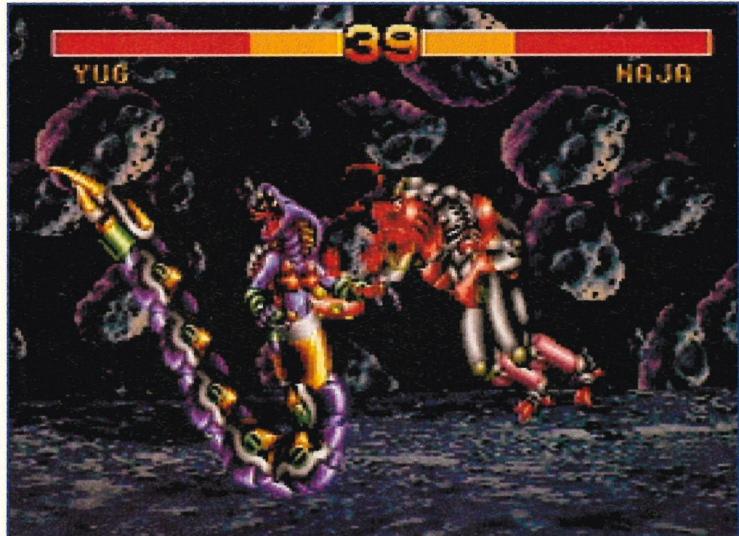
TALMAC

Nutter renegade with razor claws. Talmac's armour is built-in and his range of accessible, rememberable special moves make him a good choice for beginners.



NAJA

A huge armoured snake who uses her tail as a ram, vice or whip. She doesn't have many special moves, but her constricting hold is particularly memorable.

COSMIC
CARNAGE

▲ Vicious moves produce sprays of blood.



▲ Extremely vicious moves produce a veritable fountain of blood that sprays all over the place before mysteriously disappearing as only sprites can.

YUG

A psychotic robotic pseudo-simian with huge arms. Yug is deadly in the right hands, although learning his complicated special moves takes some time...



DEAMON

Shades of the Predator here, although Deamon uses his razor-sharp talons to tear his enemies to shreds rather than relying on namby pamby alien technology.



TYR

A fearsome armour-clad being who designs fighting suits and saves the best designs for himself. Consequently, a huge range of special moves are at his disposal.



**NARUTO**

One of the fastest, most agile fighters, Naruto is a master of aerial attacks and throws, although his different armour suits boost his terrestrial techniques as well.

**CYLIC**

Sort of like a giant insect - but with only two legs. Quite agile, and has access to plenty of special moves via two different types of armour.

**ZENA-LAN**

Zena-Lan is quite small and operates at a fair old speed. Her range of special moves (boosted by light or heavy armour) make her a formidable adversary...



If you win a match with a special move, you're treated to a pretty gory set piece that shows your opponent coming to a particularly gruesome end. Limb removal, decapitation and wholesale extremity combustion are indeed the order of the day.



▲ You really need to master the game's special moves if you're going to get anywhere with Cosmic Carnage. Mastering them takes some time, but it makes the game more rewarding and entertaining.

comment

SAM HICKMAN

I enjoyed playing Cosmic Carnage to begin with. The characters are quite unlike any other fighting game and the sprite-scaled fighters and backdrops are a new experience to Sega players. But after a while it occurred to me that behind the impressive (although quite jerky) graphics lurks a game that just isn't as much fun as 16-bit combat games like Mortal Kombat II and Super Street Fighter - both of which are better than Cosmic Carnage. As Rich said, it's a good beat 'em up, but to be honest, you've got expect more from the games if you're investing £170.00 in a Megadrive 32X.

**Presentation:**

Very smooth, very slick with a decent range of options to tweak. Nowhere near as many as Street Fighter II though.

77

Graphics:

Although quite jerky, the sprite-scaled characters and arena can look impressive - some of the special moves are quite spectacular in fact.

84

Sound:

Some of the music is superb, although there's nothing here that the bog standard Megadrive couldn't do to be honest.

78

Originality:

Take Cyborg Justice, mix with Mortal Kombat and Street Fighter II...

3

Playability:

A bit ponderous, but the game gets quite exciting once you've mastered the special moves and "got into it" a bit.

82

Challenge:

On the default difficulty level, the game presents a decent challenge although...

79

Lastability:

... There are only eight characters and no bosses to defeat. The two-player mode and different suits of armour add to the lastability though.

76

OVERALL:

Impressive graphically and plays well enough, but in terms of gameplay the top 16-bit releases like Mortal Kombat II and Super Street Fighter are far superior.

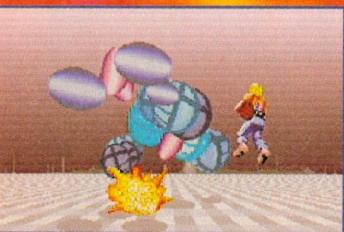
80

REVIEW



32X

16-MEG

BY:
SEGAPRICE:
£39.99RELEASE:
JANUARYSTYLE:
3D-SHOOTINGPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
LEVEL SKIP

A few shots from Space Harrier on Megadrive 32X. To begin with, you're sure that the arcade game was graphically better... but your memory does play tricks on you. Space Harrier 32X is nigh-on identical - Rich even trooped off down to Southend to make absolutely sure.

Space Harrier

Ten years ago, the arcades were alive with that classic strangled sampled cry, "Welcome to the Fantasy Zone... get ready!". Space Harrier was an incredible game in its time - the first true Sega Super Scaler coin-op was quite a blast - and it was unmissable if you played it in the full-size hydraulic cabinet (whatever happened to them?)

The game has been converted to just about every Sega home system going from Master System to Megadrive and now it's on the 32X. Considering that this is 32-bit technology, it's hard to see why Sega would convert over such an ageing title. It's not as if it's Sega best ever coin-op by any stretch of the imagination.

However, once you plug in the cartridge, the picture becomes clearer. Megadrive 32X may have problems emulating the Daytonas and Virtua Fighters of this world, but it can handle the old coin-ops pretty easily - something not even the Megadrive could do properly. Hence Space Harrier's uncanny resemblance to the coin-op. Everything is in there. Flying over the chequerboard, surreal landscapes blasting all manner of bizarre creatures is exactly the same on 32X as it was in the arcades - minus the hydraulic cabinet (which did contribute a fair amount to the game's appeal actually).

You pay your money - and you take your choice. Space Harrier is a pretty decent blaster (still), but there's no denying that there are better blasters about - Afterburner on 32X for one, which is released at the same time.

COMMENT

RICHARD
LEADBETTER

At first I was not particularly enthralled to see Space Harrier on Megadrive 32X. The game is around ten years old and it's definitely showing its age. The graphics are still pretty impressive by today's standards, but the gameplay harkens back to the Stone Age of arcade gaming. However, nostalgia freaks will love this - it is just like the coin-op and is still pretty playable considering the game's age. Still, I must say that I much prefer Afterburner over this. That game is just as simplistic, but Afterburner has a freneticism, speed and loudness to it that makes it a far more enjoyable shooter than this. Space Harrier isn't bad - but I wouldn't buy it. But I would buy a conversion of Outrun or Power Drift if it was as close a conversion as this is, so I hope Sega do continue to convert over some of their older arcade games.



Well, that looks rather impressive, doesn't it.

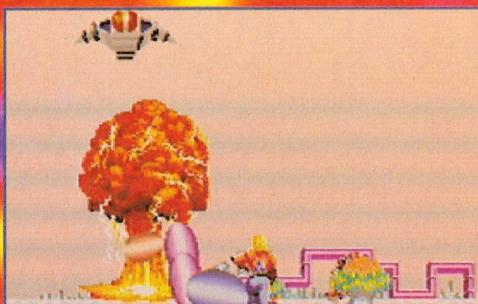
COMMENT

TOM
GUISE

I honestly don't know why Sega bothered converting Space Harrier to the 32X. If I'd bought the new system I'd want to play new, original, technically groundbreaking games - like the first three releases in fact - not aged shoot 'em ups like this. I suppose Space Harrier is cheaper than all the other 32X titles, but if I were you I'd save up the extra cash for Star Wars or better still, Doom. Both are 3D blasters far superior to this antique.



These mushroom explosions look pretty decent in a static shot, but it's a single frame animation that appears and suddenly vanishes without trace... intriguing.



Presentation:

A couple of presentation screens, some options. That's about your lot, really.

41

Graphics:

Quite impressive actually. Space Harrier mimics the aged coin-op very well indeed. The diversity and range of graphics is quite noteworthy.

81

Sound:

Again, everything you'd find from the coin-op is in 32X Space Harrier - even that amusing sampled "Arghhhh!" whenever you die.

3

Originality:

You can't really say that this category applies here, but since you ask, very little indeed.

78

Playability:

Despite the fact that it's a ten-year-old game, Space Harrier plays pretty well. Very simplistic, yet quite satisfying.

82

Challenge:

The coin-op was no pushover - and neither is this 32X conversion.

65

Lastability:

There are quite a few stages in the game, but the repetitive gameplay means that nostalgia is the only reason you want to play this one months after buying it.

OVERALL:

A satisfying blast from the past, but its limited, simplistic gameplay severely dents the lastability.

70

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REVIEW



16 MEG

BY:
SEGAPRICE:
£44.99RELEASE:
JANUARYSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
5

Ristar is a game that has been deep in development at Sega's labs for years. Originally entitled *Feel* (a name that's bound to sound familiar to readers of **SEGA MAGAZINE** Next Month pages!), we first saw an early version in December last year.

Ristar is a game with a gimmicky central character. He's endowed with extending arms that enable him to grab hold of items, climb walls, swing around poles - that sort of thing. The star-like hero even uses his arms to dispose of the game's multitude of enemy sprites, grabbing hold of them then retracting his arms to defeat them with a single, deadly headbutt. It's quite an original idea and makes for a novel control method.

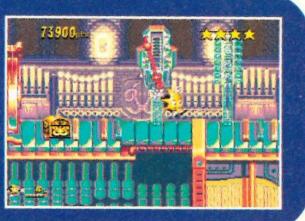
We say "quite" an original idea because in execution it is quite similar to *Dynamite Headdy's* propelling noggin, but whereas Headdy's main game idea involved a little platforming followed by screens and screens packed with incredible bosses, Ristar goes all-out on the platform front, with far more in the way of landscape hazards rather than boss-based action. Unfortunately, this is an approach taken by many of the Christmas smash hits, such as *The Lion King* and *Earthworm Jim*.

Ristar scores quite highly in the puzzling department too - one level involves giving eggs back to maternally outraged birds - but the reuniting process takes years to successfully execute. It's these sections of the game that prove to be the most satisfying - as other games cover the action-based side of things a lot better than Ristar does.

It's because of this that Ristar doesn't quite deserve a 90%+ rating. It's another excellent platform game, but current releases are just a tad better than this offering.



The hidden sub-games aren't just a throwaway little addition to the basic gameplay. Ristar's bonus games offer a wealth of variety and are quite taxing, and indeed rewarding, to complete.



Ristar



The game is peppered with little bonuses. Sometimes just headbutting the scenery results in the discovery of a previously hidden gem. The end of each level enables Ristar to gain some extra points by spinning around on a lever. The aim is to soar as high as possible. A successful height bonus is around 8,000 points. A paltry 100 points are given if you completely muck it up.



Ristar's extendible arms aren't an original idea in their own right, but what he does with them is quite novel. And each level forces Ristar to use those remarkable extremities in new and unusual fashions. For example, the second world sees Ristar take to the waters, using his arms to propel himself along at noteworthy velocities.

COMMENT



**TOM
GUIDE**

to join the list. It might consist of little more than stolen ideas from Sonic and Dynamite Headdy, but it's all been done to such a high quality. The graphics are great with more than hint of Treasure's style about them. The sound, especially the music, is top-notch. And it all plays well too. Alas the problem is, without any original ideas of its own, it just doesn't match up to the games it's been influenced by. The end result is a technically superb, entertaining, but ultimately ordinary platformer.



Although Ristar is in itself quite an original product, you do get the idea that it "borrows" quite a lot of ideas from other platform games. The level intros are reminiscent of Sonic 3, the control mode is very Headdy, and the graphical style is quite familiar to players of McDonald's Land Treasure Adventure. Thankfully, the game gels together pretty well, despite the shades of plagiarism.

COMMENT



**RICHARD
LEADBETTER**

This isn't the fastest, the prettiest or the most involving platform game I've every played, but I must admit that I spend quite a few hours getting much enjoyment out of Ristar. The control method takes a fair old while to truly master - but the effort is worth it. Putting his extendable arms to work enables Ristar to cover ground much more effectively - and more safely. The graphics, as you can see, are quite beautiful, and there's much variety too - the different worlds not only look different, they play differently as well. Overall, I really enjoyed Ristar. It's not amazingly action-packed, but it's bound to do well - despite the fact that it's yet another platform game. And yes, I am getting pretty sick of them - but you can't deny the quality of this title.

92

Presentation:

Some very nice cut-scenes, plenty of options and a very polished feel to the entire game.

93

Graphics:

No worries here. The backdrops and sprites are all of a high quality - right up there with the Sonic series without a shadow of a doubt.

81

Sound:

The usual array of cutesy tinkly music and effects quite reminiscent of Dynamite Headdy.

49

Originality:

Some original aspects, but even Ristar's control method is similar to other games - most notably Headdy.

88

Playability:

Quite endearing in its own way, Ristar plays quite differently from the majority of platformers and is quite compelling.

87

Challenge:

Not the most taxing game ever. The brain-racking puzzle levels offer more challenge than the action-based sections.

87

Lastability:

Plenty of worlds for you to plough through along with a fair old amount of hidden sub-games.

87

OVERALL:

A highly polished platform game. Not up there with Headdy or Earthworm Jim, but Ristar has its own charms. Worth giving it a try.

87



REVIEW



16-MEG

BY:
SEGAPRICE:
£39.99RELEASE:
DEC '94STYLE:
BEAT 'EM UPPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
UNLIMITED

COMMENT



RICHARD LEADBETTER It's a perfect conversion in that it's as sad and cheese-ridden as the TV series, and I have no doubt at all that Power Rangers will go down well with very young children who adore the diabolical TV series. As a game in its own right, I'd describe Power Rangers as "awful". For fans only - and even then, they should see it in "action" before they buy it. Then again, I must admit that in some strange perverse way I did get some kind of pleasure out of it in two-player mode, but it was more of a morbid compulsion to play it rather than any real hookability on the game's part. I certainly wouldn't pay money for it.

COMMENT



TOM GUISE Look, I really know the TV series stinks, but after having it drummed into me every morning this summer, I couldn't help enjoying it, just a bit. As such, I kind of like the game too. All the nonsense of the series is there. Rita sends her monsters to Earth, the Megazord races to rescue, the Rangers defeat Green Ranger and he joins them, Dragonzord rises from the sea. And as such, it's likeable for the same cruddy reasons the series is. Sadly though, it just isn't a good beat 'em up. Amusing as it is, I wouldn't spend £40 on it. I may have lost my taste, but I haven't lost my mind.



▲ Green and Blue Ranger.
Buy us from all good stockists

▲ Morphantastic toys.
All good stockists, etc.

POWER RANGERS

They're the stars of the No.1 children's TV show and the toys are the hottest property around this Christmas, so much so that toy manufacturers Bandai, have been forced to withdraw all their TV advertising, simply because the toys have all sold out! Yep, they're those kung-fu chopping, super space ninjas, the Power Rangers and it seems that anything with their faces on it sells by the bucketload. It's a shame then, that they're so completely rubbish.

Mind you, there's no doubting that the TV series is ripe to be converted into a video game. Why, the very plot of each episode runs just like a beat 'em up. Villainess Rita Repulsor sends evil baddy to Earth. Power Rangers fight evil baddy. Power Rangers beat evil baddy. Evil baddy turns into giant monster. Power Rangers climb into giant Megazord. Giant Megazord fights giant monster. And indeed, that's exactly how the game plays. In fact, thanks to a massive amount of hilarious presentation, the game really does capture all the atmosphere of the TV series.

Unfortunately, the gameplay doesn't match up to the presentation. The characters all move in a very stilted fashion and trying to pull off any kind of attack combination is difficult, all the more so because the game only uses two fire buttons. Definitely nowhere near being a good beat 'em up, however, there's no doubt that fans of the TV series will enjoy it. They do, after all, like a crap TV series.



▲ "What's that he's sticking out at me?" cried Jason.



"I'll let my monsters take care of those Power Rangers!"

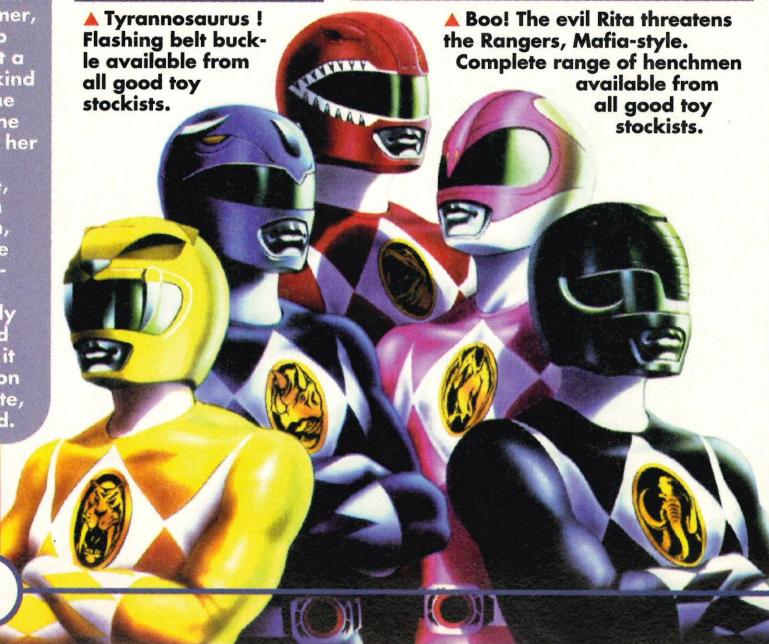


"Impudent fools!"
"Soon you'll learn the meaning of my power."



▲ Tyrannosaurus!
Flashing belt buckle available from all good toy stockists.

▲ Boo! The evil Rita threatens the Rangers, Mafia-style.
Complete range of henchmen available from all good toy stockists.



Presentation:

92 Superb! There's loads of intermissions capturing every scene from the series. It's presentationmorphic!

Graphics:

68 Pretty rubbish really with small, averagely animated sprites and repetitive backdrops. Poorphenomenal!

Sound:

76 The TV theme tune, loads of sound effects and Tommy even plays his flute. It all sounds terrible though, except for the flute. Crudtastic!

Originality:

12 Completely lacking in original ideas, this really is an average one-on-one beat 'em up in the extreme.

Playability:

72 The controls are a tad unresponsive and it's all a bit slow. Great for two-fingered fight fans, though.

Challenge:

45 Only eight different fights, meaning that the game can be completed with ease in one-player mode. Any fun you get out of this will be in dual-player versus mode.

Lastability:

45 The two-player mode will keep two sad lonely friends happy. However, one-player mode is a bit of a dead loss really.

OVERALL:

A poor beat 'em up that cashes in on the hype. And does it very well. For die-hard fans only.

57

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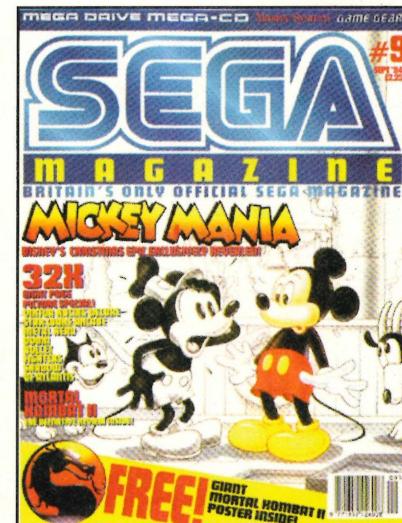
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REVIEW



CD

BY:
PSYGNOSISPRICE:
£TBARELEASE:
DECEMBERSTYLE:
SHOOT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
INFINITE

Although there's a wealth of shoot 'em ups available for the Mega-CD, there's not many that could be recorded in the archives of gaming history as "classics". Of course, titles such as Thunderhawk and Battlecorps illustrate perfectly the capability of the Mega-CD when it comes down to producing great shoot 'em ups, - it's just that most programmers prefer to convert existing titles. Which is exactly what happened with Novastorm.

Novastorm first appeared on CD-ROM earlier this year amid a flurry of hype - mainly due to its top FMV graphics. However, being a bit more meagre than a flash CD-ROM, the Mega-CD can't quite handle its sophisticated FMV, so Novastorm was subjected to a bit of "downgrading" before it was simple enough for the machine to handle. Which unfortunately is where this game goes drastically wrong. Instead of simplifying the graphics, the programmers merely decided to hack into the colour palette until all that was left was about four on-screen colours, which vary throughout the game. And seeing as this adventure is set in space, the results are just too dark and murky. Half the time you can't see what's going on, and the FMV interludes in particular are absolutely appalling. For instance, if you do decide to buy this game, take note that the green and red blobs that surface from time to time are actually supposed to represent the pilot, and not some bizarre space lizard.

With such terrible graphics on offer, it's difficult to assess the gameplay in its own right, but it's fair to say that Battlecorps and Soulstar have nothing to worry about. The levels seem to have little structure - you simply blast away at everything for a while, then suddenly the action breaks into an FMV routine to signify you've finished a level. And because the picture is so awful, you can't tell what's happening most of the time anyway. There are a few bosses thrown in to spice up the proceedings, and I'm sure these looked really impressive on CD-Rom, but again, the picture is so blurry that it's impossible to enjoy them. Novastorm was originally intended to be the unofficial sequel to Microcosm - which suffered exactly the same problems in both the graphics and gameplay departments. I can't say that Novastorm has made much progress since then, merely making the same mistakes again - which one year later can hardly be excused.

SEGA



▲ It's Novastorm! It's got some nice artwork, which this caption is pointing towards. Great eh?

MEGA DRIVE

REVIEW



CD

BY:
NAMCOPRICE:
£44.99RELEASE:
DECEMBERSTYLE:
SHOOT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
3

STARBLADE

Namco have always been at the forefront of arcade development. After all, this is the company that created Pac-Man and Space Invaders. One of their biggest crowd pullers of a few years ago was Starblade.

This limited 3D blaster had one saving grace... the graphics were totally incredible. The feeling of "being there" was further heightened by a bendy, mirrored monitor which gave you an incredible feeling of involvement. Starblade was an instant hit and it's still available to play in tons of arcades such as its enduring popularity.

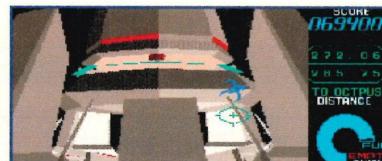
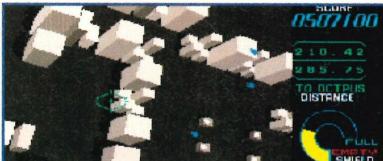
The Mega-CD version of the game is fairly faithful to the arcade machine. Of course, the graphics have had to be scaled down a bit to be workable on the Mega-CD, but just about everything in terms of gameplay has made it to the Sega conversion... which isn't much, to be honest.

The trouble is, Starblade was all graphics and very little gameplay... and the conversion's graphics aren't anywhere near as good as the arcade's. So what's left? A pretty limited blaster that's initially fun but soon grows tedious.

SEGA



Just about everything you can shoot is portrayed using wireframe vector graphics (to keep the speed up). This makes the game look even less like the coin-op, but does help out the playability a bit - after all, it's pretty obvious now what you have to shoot.





COMMENT


RICHARD LEADBETTER

Used properly, full-motion video can form the basis of some relatively decent games - check out Tomcat Alley or Double Switch. However, on the other end of the scale we have

FMV titles such as is, which is basically just Galaxians with murky FMV backdrops. This would be fair enough I suppose if the game itself was fun to play but it's not at all. I just found it really. I can think of many more CD titles more worthy of your cash: Silpheed, Soulstar or Battlecorps.

COMMENT


SAM HICKMAN

Psychosis seem to have a knack for producing below average mega-CD games, and I don't know why because most of them appear on the PC first, and they usually get good review marks. Novastorm seems to have had little effort put into its conversion from PC to Mega-CD and the FMV is some of the worst I've ever seen. The gameplay isn't up to much either and in the end I just switched the game off out of sheer boredom. There's much better shoot 'em ups available for the Mega-CD, and even some of the earlier titles to appear on the machine are better than this. Go for Battlecorps or Soulstar instead.

Presentation:

Terrible. The levels end suddenly and without reason, and the FMV interludes (complete with a five minute flashing badge) are awful.

Graphics:

Too dark and murky and the detail is absolutely minimal. Even the FMV on the Megadrive (as in Red Zone) is better than this.

Sound:

The speech samples are really corny and the in game effects aren't much better either.

Originality:

An FMV based CD game? Don't think so.

Playability:

The very nature of shoot 'em ups means that they're all fairly playable, although this lacks excitement and speed.

Challenge:

It's not difficult to complete the sub-levels and the bosses aren't much more difficult.

Lastability:

Not one you'd want to return to.

OVERALL:

A poor FMV adventure that fails to deliver in every way.

49


► Blast, blast and blast still more. There's very little else you can do in this quite limited game.

▼ A great shot this, although generally speaking, the graphics aren't up to this quality.



COMMENT


TOM GUISE

I quite enjoyed playing Starblade for a while... a pretty short while it must be said. The graphics

aren't much like the coin-op's, to be honest, and while it plays just as well, the game doesn't really seem to offer much value for money. I'd seen most of the levels in my first session with the game. Silpheed has better graphics and slightly more complex gameplay.

COMMENT


RICHARD LEADBETTER

but as it stands it's a pretty decent blaster. The problem is, the gameplay is simply a matter of point and shoot - you've got no choice over where you go. Star Wars Arcade this ain't - and to be honest, I'd buy Silpheed over this. In every respect it is superior to Starblade.

Presentation:

The quick brown fox jumps over the lazy dog The quick brown fox jumps over the lazy dog

Graphics:

The mixture of polygon backdrops and wireframe targets is strange to begin with and hardly similar to the arcade in this respect. Still not bad overall though by any means.

Sound:

A decent range of explosions, but a very limited range of sampled speech.

Originality:

It's basically Galaxians in 3D with some nice backdrops, to be honest. Hardly original in any sense of the word.

Playability:

The gameplay is extremely simple and quite easy to get the hang of. There's a fair amount of enjoyment in this one.

Challenge:

Not much until you reach the later levels - so that's half the game out of the way on your first go.

Lastability:

The limited gameplay along with the lack of levels severely curtail Starblade's lastability.

OVERALL:

A limited blaster that is inferior in every respect to Silpheed. Not bad to play, but not worth the cash.

68

REVIEW



SNATCHER

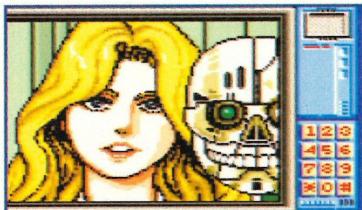


CD

BY:
KONAMIPRICE:
TBARELEASE:
JANUARYSTYLE:
RPGPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
BATTERY
BACK-UP

SWATIG

RPGs have always been criticised for being dull and drawn out. Only a couple, such as *Shining Force* and *Soleil*, have managed to break away from their traditionally tedious D&D roots, but even these still use heaps of statistics. But then, it's difficult to make them exciting without crossing into the realms of other game genres. Which is why the Mega-CD is such a perfect tool for a different type of adventure. Speech isn't a problem, and the game can cut between locations, making for much interactive-type fun. Well, that's the theory anyway.



Metal Gear
Finger-manipulators, various
lasers, micro-surgery
implements... the place seems
well-equipped.



▲ Nice hairstyle, pal.
Shame it's on your
face. Haw haw haw.
Oh, it's a mask.



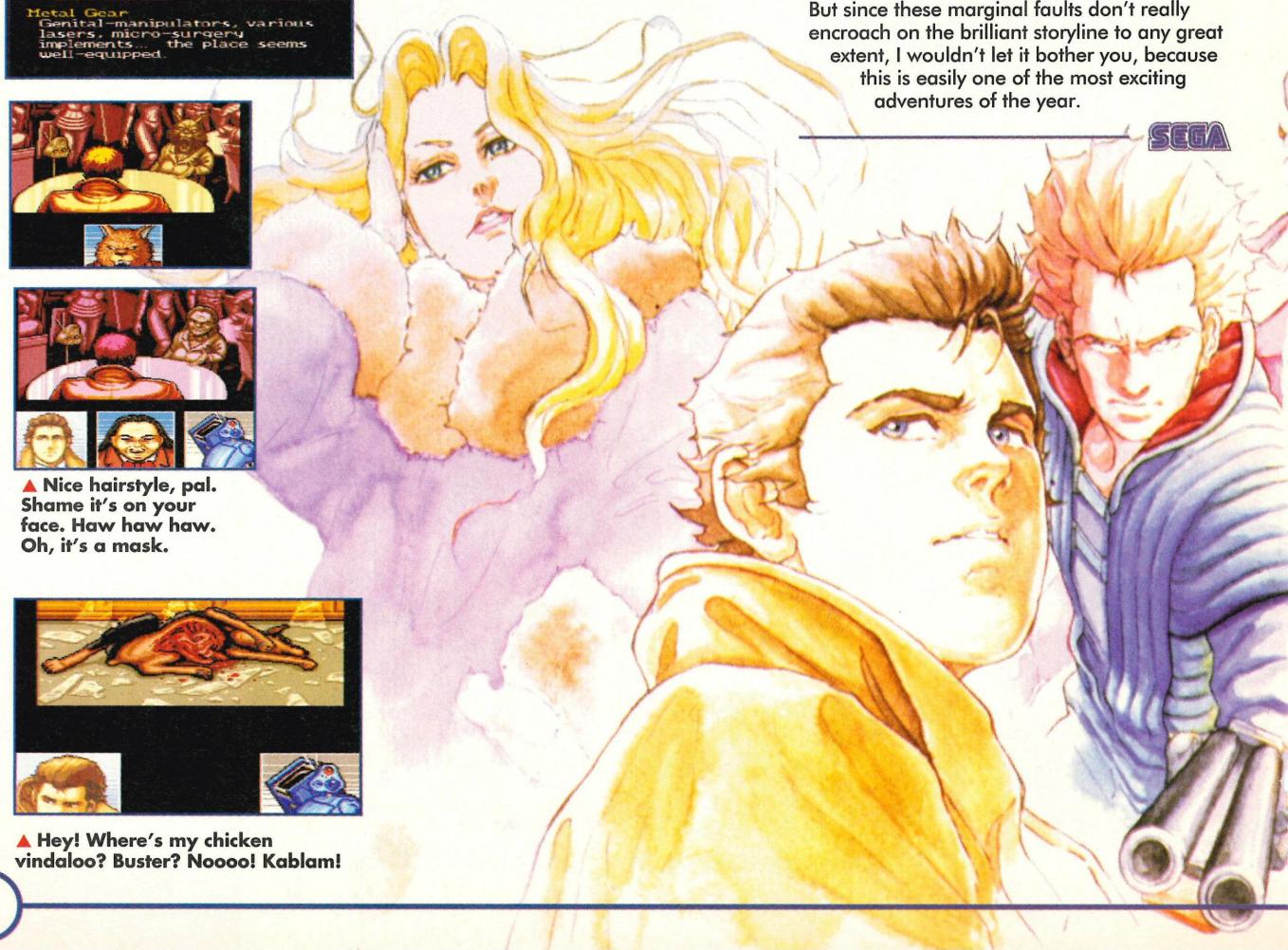
▲ Hey! Where's my chicken
vindaloo? Buster? Noooo! Kablam!

Snatcher certainly makes use of the Mega-CD's extra capabilities and even goes so far as to call itself a cyberpunk adventure, whatever that's supposed to mean. Initially, it means that it's different from any other RPG you've played before. For a start, you don't choose your character and you don't go round chatting people up in the hope of gaining obscure objects either. Nope, this adventure utilises what is known as a free environment – you can explore where you want exactly when you want, although you'll still need to track down vital clues and retrieve objects at some points in the game. Indeed, tracking down clues is a vital part of your repertoire, being a top undercover justice protector and all. Assigned to a top secret project, you must track down Snatchers – artificially-created beings (looking suspiciously Terminator-like) who feed on human flesh. Of course, they don't just hang around waiting for you to discover them – they take on human guises so no one can tell what they're up to. However, you're not left to blindly flail around in search for clues. Your

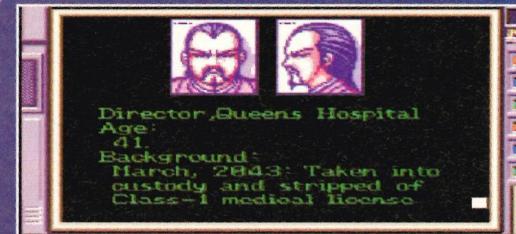
sidekick, a robot named Metal Gear, is full of useful facts concerning your plight, there's a computer system to consult and you can even interrogate shifty-looking citizens if need be. Of course, these options are usually present in some form in most RPGs – it's the way that *Snatcher* has been put together that makes it different from any other game you've played. Gone are the potions, hit points and golden armour of traditional RPGs, replaced by sex, drugs and rock n roll. Yup, you'll get to meet junkies, cyber-babes and you can party on down until the early hours too. Hell, you can even get drunk if you want. Obviously, this isn't in line with the usual kiddie-type adventures we're used to seeing on Sega consoles, so the game comes with a hefty 18 certificate – but hey, just get an grow-up to buy it for you – it's not that bad.

Snatcher is one of the best RPGs around. It does tend to go on a bit – at times there are wad loads of text to cope with and Gillian, (the junker cop that you play) is a repulsive character, more concerned with chatting up women than saving mankind as we know it. But since these marginal faults don't really encroach on the brilliant storyline to any great extent, I wouldn't let it bother you, because this is easily one of the most exciting adventures of the year.

SEGA



SNATCHER



▲ The amount of depth to Snatcher is quite amazing. Although, there's a very linear route through the game, following clues and uncovering new bits of the plot, there's also a wealth of other things you can do, from checking out people on your computer (including any women you may have taken an interest in) to going out drinking at all-night bars and even trying out delicious Neo Kobe pizza.

▼ Helping break up the gameplay is the range of equipment at your disposal. From your blaster (which works with Konami's Justifier gun) to your night light, as used here.



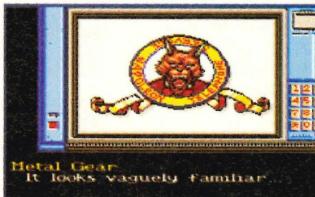
▲ Yes Rad, I think your room is, erm, very nice.



▲ That's a very, ahem, thin towel she's wearing. Koff.



▲ Uh oh, he's going blind.



Metal Gear
It looks vaguely familiar...

COMMENT



SAM HICKMAN

Although most RPGs are quite dull, I actually enjoy playing them, although I must say that games such as Shining Force and Landstalker put most of the others to shame. But even they come nowhere near the standard of realism and excitement that Snatcher offers. Although the adventure is pretty linear, you're free to explore the environment as you wish, and you can talk to real people who do real things like drink beer and go to nightclubs until four in the morning. And because there's no statistic charts, you miss out on all the tedium of upgrading characters and instead you get to do loads of exciting things like interrogate drug addicts. Pulp Fiction or what? This is easily the best adventure game I've come across this year, and one that will be played until the bitter end.

COMMENT



TOM GUISE

It may not have an ounce of FMV in it, but this is the best example of an interactive movie I've ever played. You really feel like you're the hero of a top Manga cartoon - investigating a conspiracy, blasting away baddies and pathetically chatting up every woman you meet. It's exciting, atmospheric and has a genuine sense of humour I don't think I've ever seen in a video game before. With incredibly clever visuals, powerful sound and a highly engrossing plot, this is possibly the best RPG I've ever played. It's only problem is its lastability, but for the fun I had while it lasted, I think it's worth the money.



Presentation:

Brilliant. Loads of speech and plenty of gory death sequences too.

85

Graphics:

Nothing technically brilliant here, but the Manga-style graphics suit the game perfectly.

82

Sound:

The speech sections are great but the music inbetween is completely bland, and the audio clues are just too obvious.

86

Originality:

The format is totally unoriginal, but the adventure does have a fresh feel.

75

Playability:

Hopelessly addictive, although the lengthy text sections do spoil the continuity to some extent.

88

Challenge:

More of a mental challenge than anything else, this is a huge adventure that will keep you going for ages.

86

Lastability:

Although the game is very big, it shouldn't take you more than a week or two to work your way through it.

80

OVERALL:

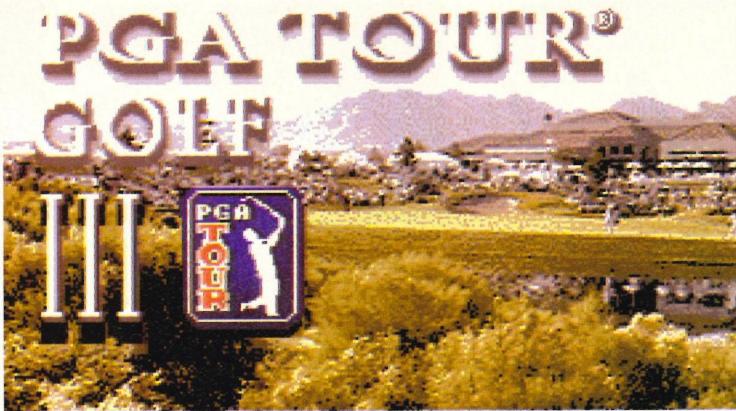
Without a doubt, **THE RPG of the year.**

88

REVIEW



16-MEG

BY:
EAPRICE:
£39.99RELEASE:
OUT NOWSTYLE:
SPORTSPLAYERS:
1-4CONTROL:
JOYPADCONTINUES:
BATTERY SAVE

It seems that not even wild horses with rabies and flick knives can stop the expansion of EA's golf game range.

As the amateur detectives among you will have already twigged, PGA Tour Golf 3 is actually the FOURTH game in the series, following PGA European Tour which was awarded 92% in our April issue. So if there was so little to improve on last time, what can EA Sports have pulled out of the bag to warrant yet another outing for their old classic?

Well, the fundamentals are unchanged - the 3D graphics, the simple but skilful double-press control method and the multi-player tournaments - but it won't take long for old PGA lags to spot the differences. The game looks all the better for the inclusion of nine digitised PGA golfers who swing just like the real thing, some new species of tree, pretty cloudscapes and some almost photo-realistic presentation screens.

The extensive range of in-game options is also the same as ever, so you can set up hole fly-bys, and different kinds of shots with fade and draw adjustments. This time, though, it all looks a bit more flash.

The most important improvement is the inclusion of eight 18-hole courses, four old ones and four new ones, two of which have been transplanted, bunker by bunker, from the Macintosh version of PGA, and two of which were dreamed up in the brains of some EA Sports boffins.

COMMENT

RICHARD
LEADBETTER

Have Electronic Arts forsaken the Megadrive? There is hardly any innovation in any of their EA Sports titles. It's getting more and more difficult to tell the difference between their games after each "update". Yes, PGA 3 is an impressive golf game - definitely the best to date, but only because it's slightly improved over the last edition. If you're new to the Megadrive, this is the best golf game to get - but to be honest, I'd get PGA 2 or PGA

Euro Tour out of the bargain buckets and save myself loads of cash. If, as EA suspect, you're a PGA master after new challenges, this is a good buy - but perhaps EA should seriously consider chasing up plug-through cartridge technology if that is the case.



▲ One of PGA 3's incredible new innovations is the ability to pick players who wear hats.

SEGA

MEGA DRIVE

REVIEW



16 MEG

BY:
SEGAPRICE:
£49.99RELEASE:
OUT NOWSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
3

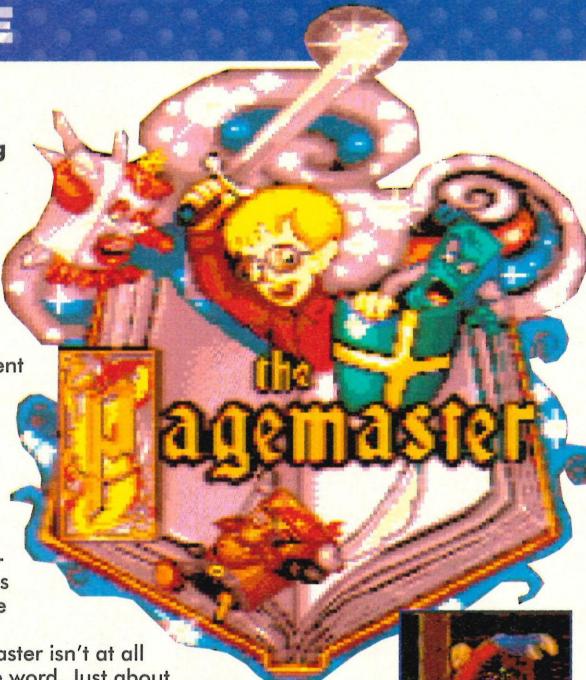
Pagemaster is a new cartoon-based movie, starring that most irritating of pint-sized movie stars - the nauseating Macaulay Culkin. Basing a game around his zany, knock-about comedic antics didn't exactly excite the SEGA MAGAZINE crew, to be honest.

This level of total non-excitement continued during the review process itself. Pagemaster is a platform game in the style of Aladdin, but with a lot more in the way of levels and graphics. Just like Aladdin, Pagemaster has decent graphics along with very smooth animation - but then again, so has just about every platform game released these days.

To be perfectly honest, Pagemaster isn't at all remarkable in any sense of the word. Just about every platform cliche (like jumping on enemy sprites, Mario-style) makes its way into this game, and although the graphics aren't bad at all, they just don't compare to those recent releases. It looks incredibly dated.

It's not as if the game itself is at all interesting. There are several different tasks in the levels, from locating an exit (which isn't difficult) through to defeating a set number of meanies before making good your escape. There are three different books/worlds to conquer with a dozen or so mini-levels to each. The action remains pretty much the same throughout the game.

Frankly, Pagemaster is repetitive, irritating and not much fun at all. Take a look at our Christmas buying guide for the ultimate platform games around at the moment, if that's what you're after.



COMMENT

RICHARD
LEADBETTER

Decent animation, nice graphics and smooth action are no rarity on the Megadrive - and these are the only good qualities to be found in Pagemaster.

These days, gameplay is all-important, as superior platformers such as Dynamite Headdy, Ristar and Earthworm Jim demonstrate. To put it frankly, Pagemaster is boring, repetitive and irritating. In fact, I can't think of any redeeming feature about this game. Being average just isn't good enough when the majority of platform games released these days are light years ahead, combining superior graphics with far more exciting gameplay.



comment

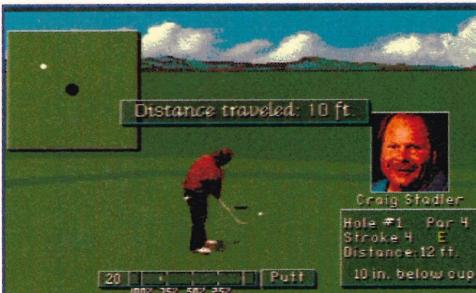
TOM
GUISE

Though the little fripperies make PGA 3 a noticeable improvement over past PGA capers, and hence, by a technicality, the best golf game on the Megadrive, it does seem like a pointless exercise. EA say the motive behind PGA 3 is that there's a big demand among PGA experts for new courses, but if that's the case maybe they should have included eight original courses instead of just four. I suppose these revamps keep the games

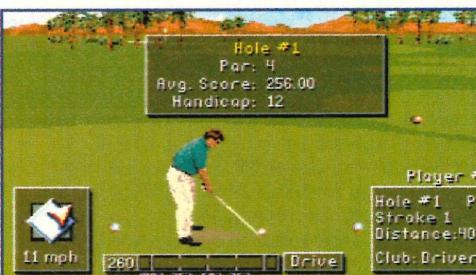
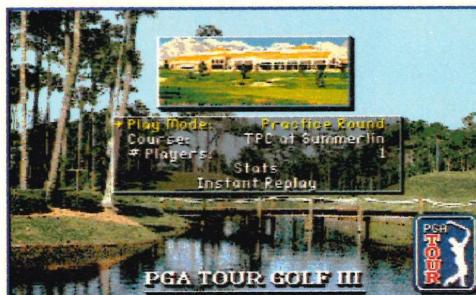
fresh for new players, but personally I would begrudge giving EA another £45 for what is essentially the same old game, and I just wish they'd get back to innovating on the Megadrive the way they were four years ago.



▲ Gosh, what a lovely course. In Las Vegas, you say? Wow.



▲ You can even play as Mr Potato-Head.



Presentation:

The same vast range of options seen in PGA European Tour, only more prettily arranged.

Graphics:

As above, the same only prettier. The digitised golfers look good and the scenery is more colourful.

Sound:

The music is a little better than the standard EA fare, though the effects amount to little more than swishing clubs.

Originality:

PGA 3 once again proves that originality is not usually a factor in the EA Sports series.

Playability:

The challenges are all pretty authentic golf-type challenges. There's not much more you could want from a golf game,

Challenge:

Those digitised PGA champs don't just look like their real-life counterparts - they play like 'em too!

Lastability:

Many courses and many ways to play them (skins, shoot-outs, etc). A game you can always get out for a quick round.

OVERALL:

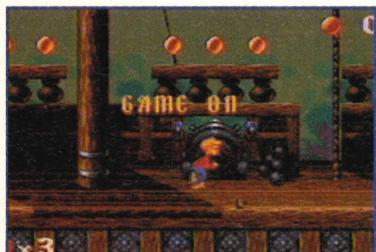
Technically the best Megadrive golf sim, but nothing massively new.

92

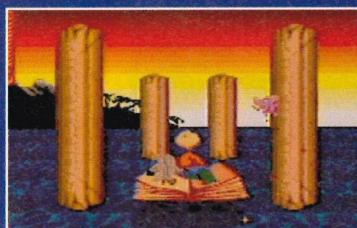
comment

TOM
GUISE

If Macauley Culkin isn't warning enough, let me spell it out for you - this game isn't any good. I don't even think it looks good. It may be technically passable, but it's all so bland and boring. In fact, that pretty much sums the whole game. Reasonable, but ultimately dull. If you're looking for a good platformer, go for Dynamite Headdy. And if you're a Macauley Culkin fan, then go for Home Alone. It's all you deserve.

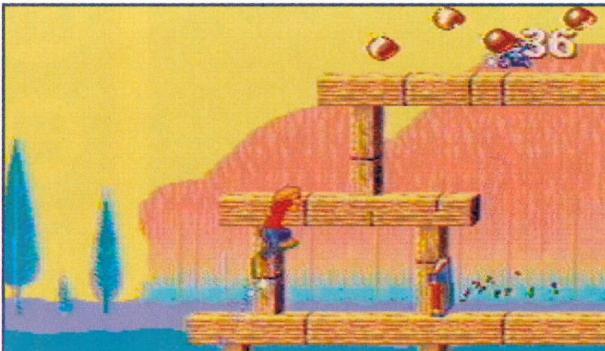
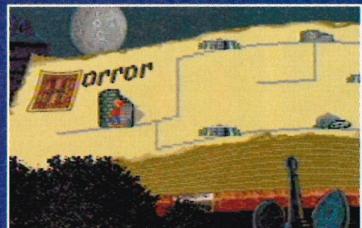


▲ Go on, Macauley, get in the cannon. Please. Oh, just get in you little turd.



▲ Power-ups float about waiting for you to pick them up. Should you get hit, the power-up flies off - and it's up to you to recapture it. Watch you don't hit an enemy sprite though.

▼ The map screen. Adding a bit to the variation is the way you can choose different routes through the main level, although some of them lead to dead ends which mean you have to retrace your steps.



Presentation:

Dull. Loads of irritating screens to wade through every time you reset the Megadrive. What's the point there?

Graphics:

Smooth scrolling and decent animation, although the graphics themselves show a severe lack of imagination.

Sound:

The music's not bad actually and does create some sort of atmosphere. However, the effects aren't really up to scratch.

Originality:

None that we can really discern.

Playability:

The game's smoothness and polish extend to the control method, which isn't bad. Some of the level designs lead to irritating deaths though.

Challenge:

The game is no push over, however, the game challenges your memory of the layouts rather than reflexes.

Lastability:

Three different themed worlds with around 15 levels each. Lastable if you like this sort of thing, which you aren't likely to.

OVERALL:

Being average just isn't good enough when the majority of new platform games are so much superior.

65

REVIEW



16-MEG

BY:
SEGAPRICE:
£44.99RELEASE:
JANSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

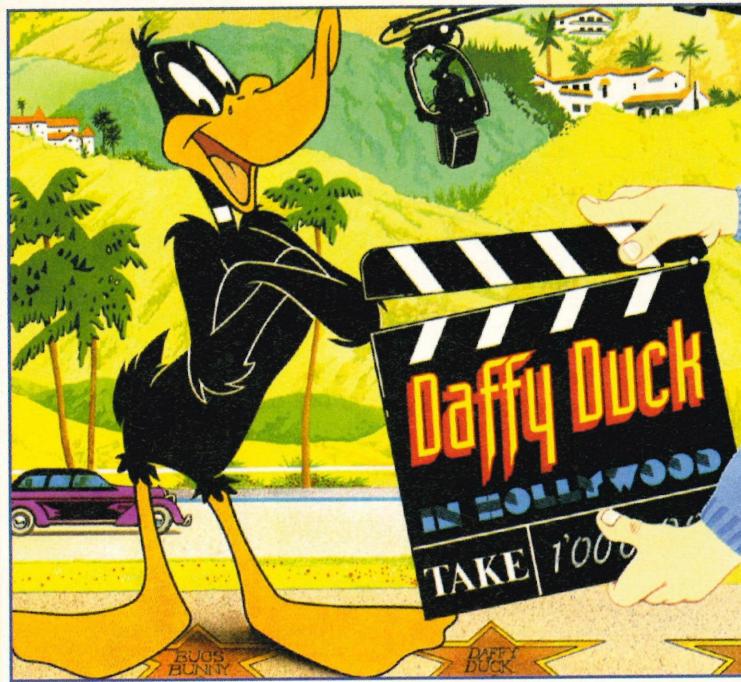
▲ Daffy uses his bubble gun on a baddy. There's a host of different power-ups he can collect to boost its power.



▲ Ho ho, Daffy performs an cartoon walk. He does this a lot. Oh, Daffy, you're such a wag.



▲ Oh look, Daffy's dead. Thank goodness. Now we can all go home. See ya, Daf.



Ever wanted to know where dying cartoon characters go to end their days? A toon graveyard, that's where. Piles of badly-drawn skeletons (the kind you see when they get electrocuted) as far as the eye can see, some still covered in comical black fun fur, others wearing their three-fingered white gloves. It's not a pretty sight. Want to know where to find one? Hollywood, that's where. Why only a few months ago we saw Pink Panther travel there before lying down to die. Well, the time has come to pay our respects to another cartoon great. Ladies and Gentlemen, we give you *Daffy Duck in Hollywood*.

Those of you prone to buying rubbish games will already be familiar with the losing formula of *Daffy Duck*. Nicely animated main sprite, pleasant backdrops, reasonable controls and all the fun of food poisoning. Run around a variety of levels (each one is cleverly themed around a movie, you know) collecting dynamite and shooting baddies with your bubble gun. Complete a set of levels, beat one of the evil Professor Duckbrain's henchmen, and you retrieve one of Yosemite Sam's movie trophies, which, incidentally, is the gripping plot the game is based around. The very concept might sound bland and boring, but you really can't imagine quite how much, until you actually play it. Something we seriously recommend you don't do. That's all folks.



YOSEMITE SAM ARRIVES BACK IN HIS OFFICE TO FIND DISASTER IN HIS HOUSE.

COMMENT

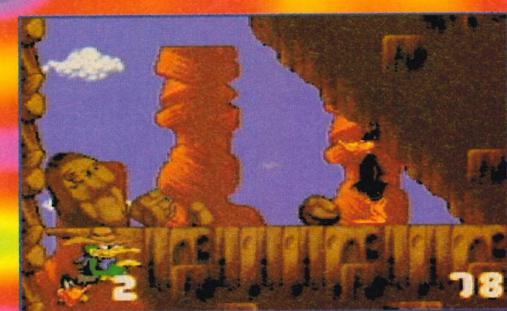


TOM GUISE You'd have thought that playing so many dreadful games before would have prepared me for this horror. Toughened the outside of my brain or something. But no, it really hurt. I could knock the pleasant, but unimaginative graphics. I could complain about the annoying, out-of-place ninja film tunes. But I'd prefer to swing my boot right in the crotch of the problem - the sheer dullness of the whole thing. I swear, there is not an ounce of entertainment to be had here. It's totally and utterly boring. If you don't believe me, go out and buy. It's all an ignorant numbskull like you deserves.

COMMENT



RICHARD LEAD BETTER When a totally atrocious game arrives for review, like *Power Rangers* on Megadrive, there is usually some small amount of amusement and entertainment to be gleaned from it... unfortunately, there isn't even the slightest flicker of entertainment to find in *Megadrive Daffy Duck*. As a platform game, it's insipid, dull and totally uninteresting. Sega can't expect anyone to pay good money for a game that's as bad as this - The Pink Panther is the only Megadrive platformer that springs to mind as being worse than this. *Dynamite Headdy* and *Earthworm Jim* are far superior to this title.



▲ Daffy looks pretty bored with the whole thing. He must have given up on life completely by now. He's just waiting for death to free him.



47	Presentation: There's a mind-numbing boring intro, some options and a high score table with Loony Tunes characters names.
67	Graphics: <i>Daffy Duck</i> does loads of silly cartoonish things. The other sprites and backdrops look fine, but it's all so ordinary looking.
52	Sound: Hideously wrong music for this game, with okay sound effects. Don't bother plugging it through your TV, let alone your stereo.
05	Originality: Oh come on. Famous cartoon character, levels based around types of movies, evil henchman with stolen trophy at the end. This record's getting boring.
42	Playability: The controls are fine, but playing it is about as fun as eating a loaf of brown bread. Would be more entertaining if you had to control Daffy using a set of juggling balls.
68	Challenge: Overcoming the boredom this game generates is the biggest challenge and only the toughest gamers will survive.
21	Lastability: Oh, a long time. Tell someone where you are before playing this or it could be weeks before they find your body.
32	OVERALL: In every respect, <i>Daffy Duck</i> is uninteresting and substandard. Leave it alone. Please.



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REVIEW



CD

BY:
VIRGINPRICE:
TBARELEASE:
JANUARYSTYLE:
SHOOT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

CANNON FODDER

some fun. So let's go back to those cheap plastic action figures, don't you think? Well, Virgin Interactive Entertainment obviously do, because their latest Megadrive release is just one big game of war.

Cannon Fodder puts you in control of a squad of 'grunts' deep in enemy territory. Viewed from above, the aim is to steer your troops around the eight-way scrolling terrain taking out enemy troops, buildings and vehicles with your guns, grenades and rocket launchers. There are tons of missions to complete, as you travel from the jungles of 'Nam, to Viking territory and the Grand Canyon.

What makes Cannon Fodder such fun to play is the comedy violence. Everytime a soldier takes a hit, they fly through the air in a spray of blood. It's especially satisfying to keep shooting a baddie, sending them bouncing around the screen. Even better if they don't die and just lie there screaming. It may sound morbid, but the game is so unrealistic it just ends up being funny. There's nothing gruesome about it at all.

On its own, this simple form of shoot 'em up fun would soon lose its appeal, but thankfully there's a lot more to this game, namely strategy. To progress anywhere further than the first few missions you need to develop a whole range of shooting tactics and carefully work out safe routes through the levels.

A brilliant blend of strategy and shoot 'em up action, Cannon Fodder one of the most satisfying games this year. Thoroughly recommended.

SEGA



War. What is it good for? Well, it's pretty good material for cheapo toy manufacturers who want to sell loads of identical-looking action figures all made out of the same coloured plastic. It's also a good method of seizing control of neighbouring countries, causing the deaths of thousands of people in the process. But hey, we don't want to get into the politics of the thing, we're a videogames magazine, fer chrissakes. We just want

Playing war sure is a laugh,

because their latest

MEGA DRIVE

REVIEW



MEGADRIVE

BY:
SEGAPRICE:
£34.99RELEASE:
JANUARYSTYLE:
PUZZLEPLAYERS:
1CONTROL:
JOYPADCONTINUES:
NONE

BONKERS

Bonkers is the first in Sega's line of games devised especially for kids - and what's more it's rather good fun - and not just for kids either. The game is split into four distinct little reaction-testing/puzzle solving adventures casting you as Bonkers out to capture four dastardly villains. Each of the games is very simple, but gets more difficult with each passing level.

Bonkers is a very good game for young children, being not overly complicated but still pretty good-looking and overall, fun.

SEGA



GAME ONE: Bonkers enters a museum crawling with crooks. Guard the treasure by chucking objects at the crooks.



GAME TWO Wall up the villains in their object-spewing machines of doom! Watch out for the evil bear who attacks your wall with a sledgehammer.

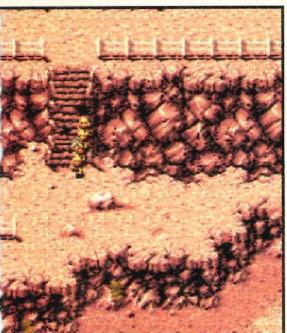


GAME THREE: Involves trapping boxes and opening them. Inside are pieces of fall-apart rabbit - put him back together so he can deactivate the level bomb!



GAME FOUR: A simple four-way scrolling road game that involves using guns and oil slicks to barge felons off the road.





COMMENT

TOM
GUISE

Cannon Fodder is completely excellent. On the surface it's a simple shoot 'em up, but scratch beneath the surface and what you've got is a deeply engrossing strategy game. Funny, exciting and highly addictive, it'll also keep you going for ages thanks to the masses of missions, which, after the early ones, prove extremely tough. My only complaint is the lack of two-player option, something that would seem obvious in a game like this. Still, Cannon Fodder sits up there with the best of this year's Megadrive releases.



COMMENT

RICHARD
LEADBETTER

This game was an incredible success on the Amiga and it's easy to see why. Behind the not-too-impressive graphics lurks a frankly incredible game. The gameplay is easy to get into and very addictive indeed, and there's a strong compulsion to keep alive your favourite troops thanks to a very clever ranking structure. The game is no pushover either - Cannon Fodder's later levels are extremely tough to complete but very rewarding. The game gets even better once you've found the vehicles like the jeep and skidoo. Original and great fun, Cannon Fodder is the best game I've played this month.

55

Presentation:

Nothing in the way of an intro, not much in the way of intermission screens and no options.

82

Graphics:

Small, but well-animated soldiers. The backdrops are good too. Not as good looking as the Amiga version though.

80

Sound:

Apart from the reasonable intermission tunes, there's very little to hear apart from gunshot sounds and screams.

72

Originality:

Shoot 'em ups of this kind are nothing new, but the blend of action and strategy give Cannon Fodder a fresh, original feel.

92

Playability:

Superb. Easy to use controls make it instantly playable and the gameplay is fiendishly addictive.

88

Challenge:

A superbly graded difficulty level helps ease you into the game, before providing one of the toughest challenges around.

84

Lastability:

Loads of levels and even with the password system it'll take ages to beat. This is a game you'll come back to.

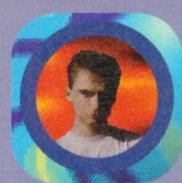
OVERALL:

A top class shoot 'em up that's up there with this Christmas' top releases.

92



COMMENT

RICHARD
LEADBETTER

Oddly enough, despite its pretty ropey graphics, I enjoyed Bonkers simply because it's so simple and such a great reaction-tester.



There's nothing too complicated here and the four games supply plenty of entertainment, but the simplicity of the game is its greatest downfall. The younger audience which this is supposed to appeal to will probably grow tired of it far more quickly than any adults who might give it a go. It's a nice idea and I quite enjoyed it, but I can't really recommend it.

COMMENT

TOM
GUISE

This game might have been designed to appeal to younger gamers, but I don't think makes the slightest bit of difference. The fact is, Bonkers isn't a very good game. With only four subgames of extremely limited appeal, I very much doubt anyone would get much mileage out of this game. What's more, it gets quite amazingly tricky for supposed younger gamers to cope with. I'm pretty sure that any young gamer capable of handling this game, would be able to cope with far superior 'mature' games like Sonic and Knuckles or Mega Bomberman. Nope, I just can't recommend this game at all, to the young, the old, or even the dead.



51

Presentation:

Very dodgy indeed. A few options to tweak, but otherwise presentation is a bit dull.

71

Graphics:

Very simple on the whole. There's nothing here likely to set the world on fire, to be honest.

60

Sound:

Tinkly tunes and the odd sampled sound effect liven up the game.

80

Originality:

Very original indeed for a Megadrive title, albeit simple.

78

Playability:

Starts off easy and dull, but each game soon livens up significantly - later levels are quite testing (even for adults).

77

Challenge:

Plenty of rounds for each of the games, with a well-graded difficulty curve.

64

Lastability:

The simplicity and overall lack of variety lessens the lastability.

OVERALL:

A simple, enjoyable game for a very young audience, but one that lacks variety.

68

REVIEW



16-MEG

BY:
BULLFROGPRICE:
£44.99RELEASE:
JANUARYSTYLE:
STRATEGYPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSCODE

SYNDICATE

In the next century, crime syndicates will have found more profitable pursuits than selling dog-worming tablets and buying up all available combinations of National Lottery tickets. Instead of faffing around for pocket money, they're going for the big lolly by destabilising governments, industrial espionage and having every Premier Division goalie on their books.

That last scam is open to debate, but the other two are an accurate description of Bullfrog's grim (but bloody entertaining) vision of the future in Syndicate. Owing some of its game design to seminal Bullfrog games of the past, Populous and Powermonger among them, Syndicate adds an element of immediate action and shoot 'em up playability.

The player's role is that of syndicate boss, and his objectives are laid out across a RISK-style map presented in the copious front-end of the game. This redrawn globe presents fifty autonomous regions, which the Syndicate seeks to bring to heel through a series of varied missions.

The core of your operations is the crack team of cyborg operatives that enter the urban target areas. These are created from unassuming individuals picked up from the pavement by your hoods and put through a Charlie's Angels-esque retraining session. Freshly implanted with mind-chips, they obey simple commands to move and fire, via an on-screen cursor.

More sophisticated commands exist, like grouping them to focus firepower, or leaving them to guard strategic points of each level. It's up to you to select how many operatives to use for each mission, with a mind to preserving your most effective members.

In-between missions, amendments and modifications are available, depending on the size of your wad. Top priority is some decent weaponry, as the default pistol you begin with is no match for the ruthless Syndicateers roaming the urban jungle. Shotguns are retrievable from dead bodies, but more meaningful firearms, Uzis et al, only come with an investment in research.

The potential for growth here is vast, with assault, automatic and heavy weapons to be developed. However, research costs vary with the Modifications budget, which enables you to create a legion of bionic thugs, with booby-trapped chest compartments. This is all financed by weapons sales and astute taxation of your colonised territories.

The missions themselves involve a plot 'situation' to be sorted out. In practice, your team are dropped in the centre of a city zone, shown in effective isometric detail. Using a tiny scanner, the group are led to the mission goal, although some have multiple targets en route to the exit point. Each area has its own autonomous population of harmless civilians, police robots and evil-doers of rival syndicates. Frequently, genocide is not on the menu — a device called the Persuadertron which renders individuals into helpless mind slaves is sometimes the key to the mission.

In common with previous Bullfrog products, strategy is the key element of gameplay, but Syndicate adds a fair amount of reflex play and a more defined sense of control to the familiar brew. Mention must be made of the success of the atmospherics and themes, most borrowed from the Cyberpunk/ Bladerunner tradition that takes the brooding setting of Noir and gangster movies and remixes them hi-tech, giving Syndicate the air of a thinking-man's rumble.

SEGA



▲ Different missions offer different objectives - the aim here is simply to blow away every enemy agent in the level.



COMMENT

RICHARD
LEADBETTER

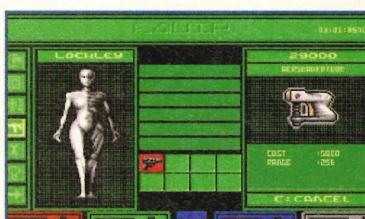
I'm a big fan of Syndicate, having spent a fair few hours playing the game in its Macintosh incarnation. It's amazing to see the Megadrive version being so close to the original game in terms of look and gameplay - and it must be said that Syndicate really is a unique gaming experience. The mixture of strategy and action makes for a really exciting game and the range of different equipment to use is a smart addition. There's nothing quite like Syndicate on the Megadrive - it's highly original and it's tremendous fun. The only lacking aspect of the game is the sound, which could've been a lot better and could've enhanced Syndicate's atmosphere still further. Still, Syndicate comes highly recommended.



▲ You're often outnumbered, so running in all guns blazing isn't really the best idea.



▲ There are civilians as well as enemy agents so be careful...



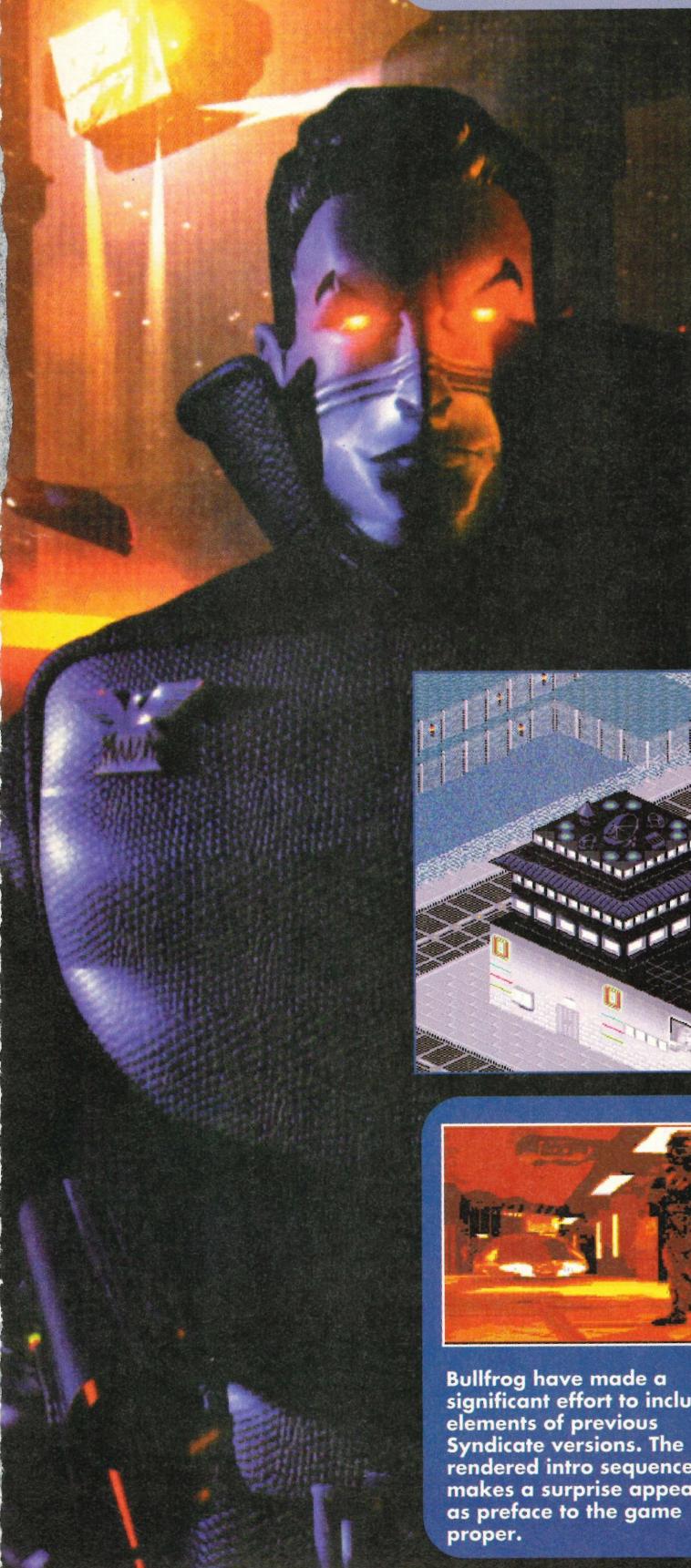
▲ This is where you tool up your agents with new weaponry.

HIE

comment

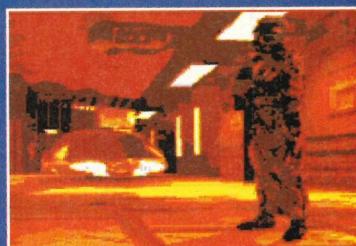
TOM
GUISE

The Megadrive isn't exactly renowned for its range of strategy games - in fact, I'm finding it really hard to think of a decent strategy title already available for the 16-bit machine. This is just one reason why the arrival of *Syndicate* on the Megadrive is so welcome - I can honestly say that the game is pretty much unique. What I also like about it is that it isn't just an out-and-out thinking man's game - *Syndicate* is pretty action-packed and should have something to appeal to everyone.



▲ Don't be fooled by the somewhat uninteresting screenshots... *Syndicate* is packed with action as well as strategy.

▼ Carjack
your way to
success on
some of
Syndicate's
later levels.



Bullfrog have made a significant effort to include all elements of previous *Syndicate* versions. The rendered intro sequence even makes a surprise appearance as preface to the game proper.



Here our chums decide to do a car-jack and you'll be TWOC-ing like mad in the later levels. Sometimes cars are the only way to infiltrate areas protected by laser-fence security. And you can run people over for fun.

Presentation:

The intro is accomplished, but crucially the control system only requires five fingers to operate.

77

A bit drab, but that's future metropolises for you. At least things are clear and functional.

78

A neglected area of the game, with music that adds little to the experience.

59

For Bullfrog it's a bit of a variation on a theme, but only they attempt games of this sort.

93

Excellent without a shadow of a doubt. Easy to get into and perfectly pitched in terms of difficulty.

92

You better believe it. Within five or six missions, the play area is huge and the objectives distant.

94

Syndicate wins by drawing you into its vibe and once there, the urge is to persevere and achieve world domination.

90

OVERALL:

A successful mixture of convincing strategy with a hands-on approach for MENSA members with a killer instinct.

90

REVIEW



24-MEG

BY:
INTERPLAYPRICE:
£44.95RELEASE:
FEBSTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

Humour is a very difficult thing to convey through a video game. The likes of Animaniacs aren't half as funny as the cartoon, leaving but one route remaining for would-be binary comics — the Bernard Manning school of comedy. So, without further ado, ladies and gentlemen I give you Boogerman: drinker of cabbage water and owner of seemingly bottomless sinuses. Oh dear.

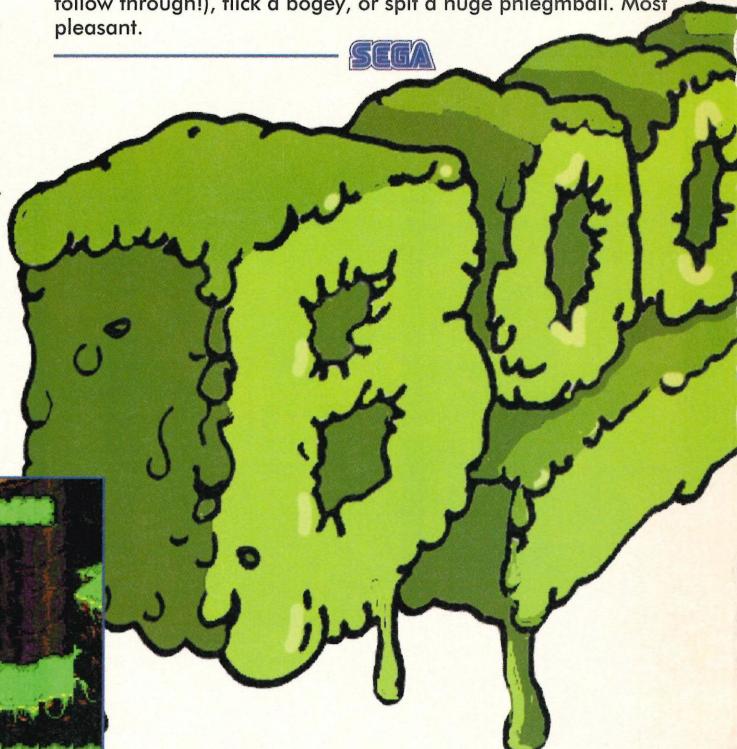
It's a sad but true fact, but farting always gets a laugh. How many times have you been sitting around with mates only to fall about when someone tears one off? Of course, there are variations on the botty cough theme. For instance, countless little brothers have been subjected to a bum cheek on either side of their head so they are fully subjected to a colon trumpet in the ear. Similarly, the contents of one's nostrils are of equal fascination with trains appearing to be the perfect place to excavate such an orifice. Bearing in mind this double-headed interest of all things smelly and slimy, Interplay's latest hero is here as an icon for all you fartin' and pickin' fans out there. Boogerman (for it is he) is the champion of bad taste, and Interplay's game drops him into a 25-stage world populated by all manner of equally ghastly foes, all of whom are out to roll up our green-caped hero and flick him out of play. The very unlikely premise behind Boogerman tells of how he has carelessly lost his plunger collection. It transpires that his set of plumbing utensils have been spread throughout the aforementioned stages, and if he is ever to remove a panjammer or clogged up hair from the nation's bogs and sinks again, he must retrieve as many as possible.

At its very core, Boogerman is a very simple platformer. With his cape floating behind him (an undercurrent perhaps?),

jumping on foes to kill them in the time-honoured way, and leaping from ledge to ledge to retrieve the plungers. Each stage is set across a fairly large, eight-way-scrolling play area, with extra variety coming in the form of poles to slide down, rickety rope bridges and some of the strangest-looking bosses you're ever likely to see, including a country boy and his pet chicken. Well, I did warn you.

But — and this is the biggest but — Boogerman's line of defence is the one thing that lifts Interplay's game above the myriad of platformers doing the rounds. You see, in addition to jumping on the said slimy mutants, Boogerman can fart at them (wand with the power of his chuffs I'm surprised he doesn't follow through!), flick a bogey, or spit a huge phlegmball. Most pleasant.

SEGA



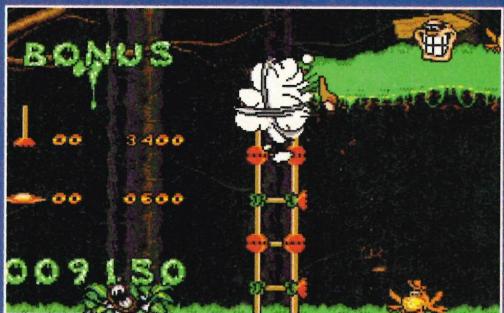
▲ Hey, what's in the bag, Boogerman. Snot. Oh I see.



▼ My god. Dribbling from the walls... it's... it's... snot!



▲ As you can see, Boogerman has a very clever theme to it. Everything is based around snot.



▲ Of course, it's not all snot, snot, snot. That would be boring. Nope, there's farting in it too.



BOOGERMAN



▲ Definitely one of those games to show your Gran at Christmas. Especially when she's eating dates.



▲ Pick it, lick it, roll it, flick it. All in frame-by-frame action.

comment



**TOM
GUISE**

Even when you strip away the obvious novelty of... er, breaking wind, and the assorted juvenile gags, Boogerman is still a very respectable platformer. Graphically, it is full of neat touches, ranging from toilets which flush you into a warp zone to brilliantly-devised bosses — and the sound effects are equally disgusting (and I really don't want to know how they sampled that fart noise!). The levels are large and, whilst not particularly varied, feature more than enough hazards and objects to keep you busy. If there is one major fault with Boogerman it's that it could have been a little faster. The action tends to amble along with no great speed, and this makes the game a little pedestrian at times. Still, Boogerman is a playable and entertaining enough platformer which will keep mucky-minded little so-and-sos busy for quite a while. What more could you ask for?

comment



**RICHARD
LEADBETTER**

Boogerman is a very slick platform game, whose initial attraction comes from the rather obvious but still pretty amusing jokes. However, the amusement factor does lessen quite dramatically very quickly, so it's good to see that there's a decent game underneath the visual and aural humour. There are huge amounts of great platform games about at the moment, and to be honest, this isn't as good as the likes of Dynamite Headdy, Earthworm Jim or Sonic and Knuckles, but it does have the distinction of being quite amusing.

Presentation:

All the usual password and options screens, but delivered in typically gruesome ways.

86

Graphics:
Superbly-animated sprite, corking enemy sprites and dark, but detailed backdrops. Cool.

91

Sound:
Well, there's those farts for a start... But the rest of the effects and music are equally impressive.

83

Originality:
Well, have you ever seen a farting superhero before? Actually it's a fairly routine platformer. Playable, though.

90

Playability:
Excellent. The Boogerman sprite responds well, and is one of the most versatile characters we've seen to date.

82

Challenge:
More bad guys than a dozen Clint Eastwood films, and the meanest bosses this side of British Gas.

83

Lastability:
A sensible password system, and plenty of levels and bonuses on offer.

OVERALL:

Your parents wouldn't like him, but Boogerman is one of the more inventive heroes of late, and the game's well above the norm for a Megadrive platformer.

87

REVIEW



16-MEG

BY:
EAPRICE:
£49.99RELEASE:
OUT NOWSTYLE:
SPORTPLAYERS:
1-4CONTROL:
JOYPADCONTINUES:
N/A

RUGBY WORLD CUP 1995

Hey everyone rugby players have got funny nuts! Oh, that's not right is it? Although, on reflection, anyone who spends their working day being pounced upon by a bunch of twenty-eight stone lardos is probably going to pick up at least a couple of interesting physical deformities during their career.

Anyway, reproductive difficulties aside, welcome to the wonderful world of rugby. EA promise they have included every major aspect of the game, except the beer, interesting songs and communal showers, more's the pity. However, the rest of the sport is in full effect, which is pretty bad news if you don't know any of the rules. Don't fret, however, as they're all explained in a handy booklet a la John Madden's Football, the game which is responsible for so many people actually understanding the rules of American

football these days.

Obviously certain facets of the sport don't really translate to videogaming, and where this occurs EA have either cut the rule or trimmed it down to make it more fun to play. Scrums have had most of the expected button-thumping torture taken out of them, and winning one depends more on skill than you'd expect. Line outs are also well converted, with each of the three joypad buttons corresponding to a position in the line out itself, so you can hurl the ball to the player of your choice without having to worry about your (human) opponent clocking the giveaway white dotted line.

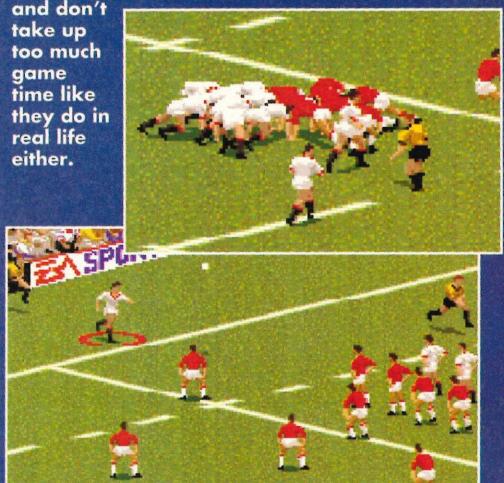
Despite the fluidity with which the players move (if you've got a good enough team of course) EA Rugby is very much a passing game. Try an

unfeasible run from one end to the other and you'll find yourself flattened like a specially two-dimensional pancake. The trick is to learning the positions of your wingers and knowing where to chuck the ball and when. If you imagine playing John Madden's and having to select your plays as you play them and you're halfway there. However, this is where the Madden comparisons end. Rugby has

more in common with FIFA thanks to the isometric pitch which adds a lot more depth (as in spatially) to the game and gives you more of a sense of dimensions. You're always very aware of where you're placing a pass or the fact you're never ever going to make it to a fumbled pig's bladder in time. But of course, no game is perfect, and Rugby isn't that no game. For starters, it's rugby, and if you have a lifetime aversion to the sport, this won't change your mind. The other problem is that whilst it's certainly nice to play a challenging title non-rugby fans may find the game somewhat daunting when they first start to play – it does take some getting into. Still, that said, this is great. Buy it this time around and nip all the obviously forthcoming Rugby '97 nonsense in the bud, eh?



Anyone who was ever forced to play rugby on a freezing monday morning whilst the ground is set solid with ice and the grass takes on a deadly sharp frosted form will recognise a scrum. And here is one. They're pretty painless in EA Rugby though, and don't take up too much game time like they do in real life either.



These line outs are really horrible in real rugby and generally lead to you getting an elbow in the face. However, they're not nearly so dangerous in EA Rugby, and you can even plant the ball in secret. Good move, rugby types.



▲ What an interesting and varied amount of graphical styles this game employs.

SEGA

COMMENT



RICHARD LEADBETTER

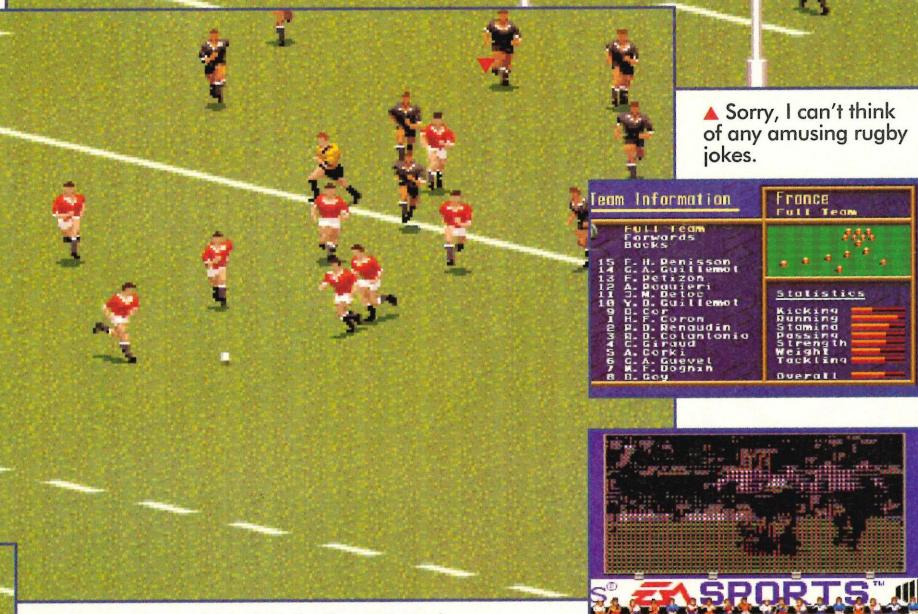
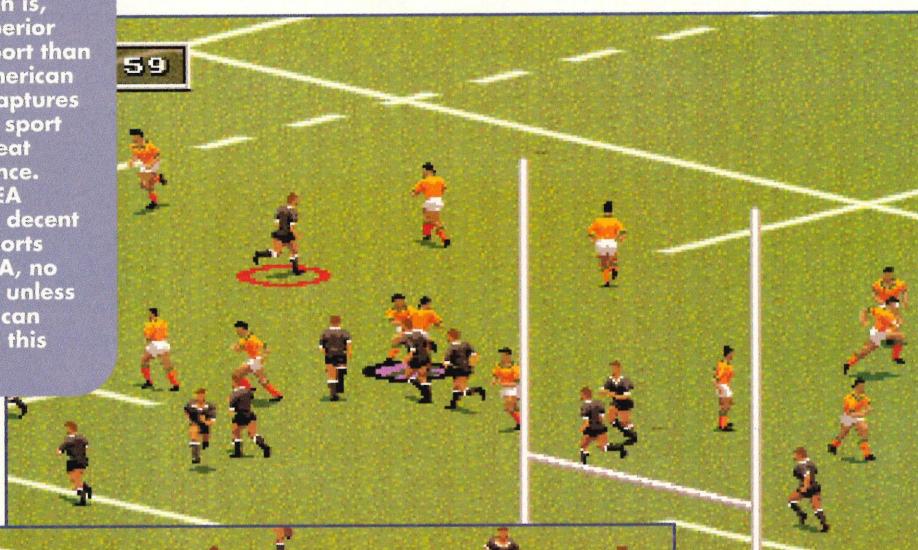
After about a million different versions of John Madden and Joe Montana, it's great to get a Megadrive game based around Rugby - which is, let's face it, a far superior and more exciting sport than the tedium that is American Football. EA Rugby captures the movement of the sport well and is also a great multi-player experience. Overall, I think that EA Rugby is yet another decent addition to the EA Sports range - but please, EA, no "updates" next year unless you really think you can significantly improve this topping release.

COMMENT



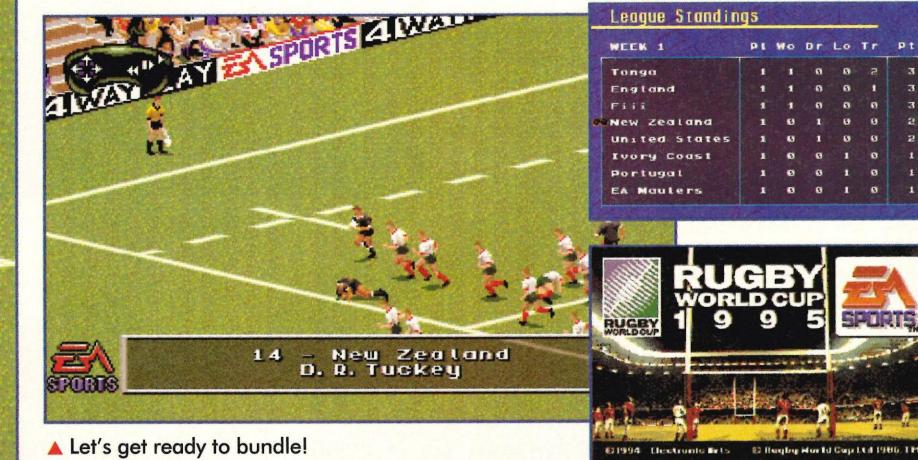
RADION AUTOMATIC

If you were expecting the *FIFA* of rugby from this title you're in for absolutely no surprises at all. The feel of the game is very similar, and the isometric viewpoint makes the comparison very obvious. However, there's more than a sufficient quantity of differences between the two to warrant the existence of EA Rugby. In fact, it's pretty darn ace - and I don't even really like the sport. If you have a rugger interest, this is certainly for you. Get out of the way - I want to play some rugby!



▲ Sorry, I can't think of any amusing rugby jokes.

▲ Just like the real thing! Well, y'know. Sort of.



▲ Let's get ready to bundle!



Presentation:

86

Plenty of the old options as you'd expect from an EA Sports title. Plus Will Carling doesn't show his face, which is a good thing.

87

Graphics:

The sprites look a little emaciated for rugby players - perhaps they're off their food or something. Well animated, though.

84

Sound:

Crowd noises, ball noises and rude songs with loads of swearing in them. Except that last one.

68

Originality:

Well, it's the only rugger game on the Megadrive, although there's always American football, which is a bit similar (but for girls).

90

Playability:

Not too easy to get into, but once you've got the hang of things (try playing against another human), it's a barrel of laughs.

91

Challenge:

Pretty blimmin' rock hard unless you're some sort of rugby expert with an amazing knowledge of rugby strategy and tactics.

88

Lastability:

With other humans knocking around the place, this should keep you going for some time. Not quite exciting enough in one-player, though.

OVERALL:

A highly professional piece of work which is probably as good a conversion of the sport as you could hope for.

90

REVIEW

BY:
SEGAPRICE:
TBARELEASE:
DEC '94STYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
NONE

DAFFY DUCK IN HOLLYWOOD

Daffy Duck. What a joker, eh? You can set him on fire, kick him all around the house, even boil him in a pan, and he'll still come back for more. But he hasn't been on the Master System yet – until now that is. Of course, it wouldn't really be fitting for Daffy to appear in anything else but a platform game and "Duck Capers" is your average cartoon adventure fodder. JUMP, RUN and BLAST blobs to your heart's delight across various levels with marginally different graphics and a few humour-led deaths thrown in for good measure. BALK at the appalling tunes the Master System offers to accompany your journey and MARVEL at the alien control system employed throughout the game.

Well, perhaps I'm being a bit harsh here. Daffy Duck is a perfectly adequate Master System game, with huge levels and a minor puzzle element thrown in for good measure. It does its job pretty well and the graphics are rather smart for a Master System game too. But then the Master System seems to be having a good run of games at the moment, all of which seem to be just a little too similar to what's on offer here. In fact, this game is almost identical to the Lion King bar the graphics, although Daffy's penchant for dying after being hit about twice does have a tendency to become extremely irritating after a while.

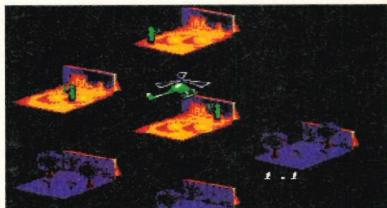
So, while Daffy Duck is of top quality and is also fun to play, it's also fairly bland, with few original features. Sure, you won't be disappointed if you buy it, but with so many of these games already released for the Master System, you may have a difficult time choosing between this and the millions of other platformers already on the market.



▲ Daffy! Watch out for those frogs! We wouldn't want you to get hurt or anything.



▲ Daffy Duck. What a comedy hero, eh?



Master System

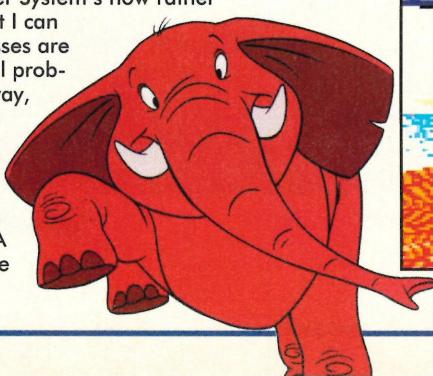
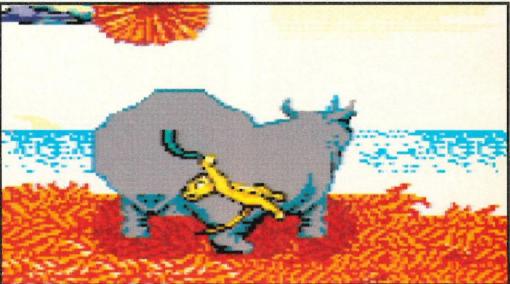
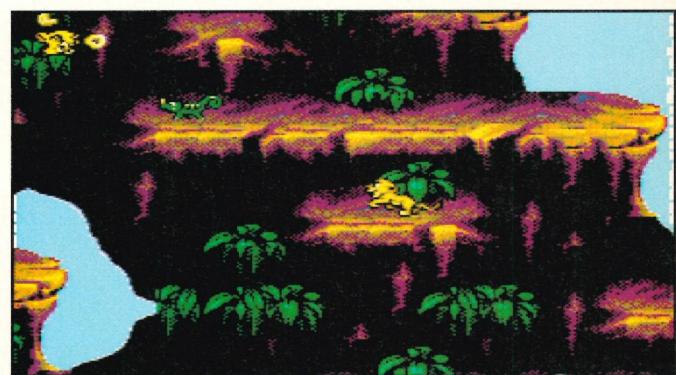
REVIEW

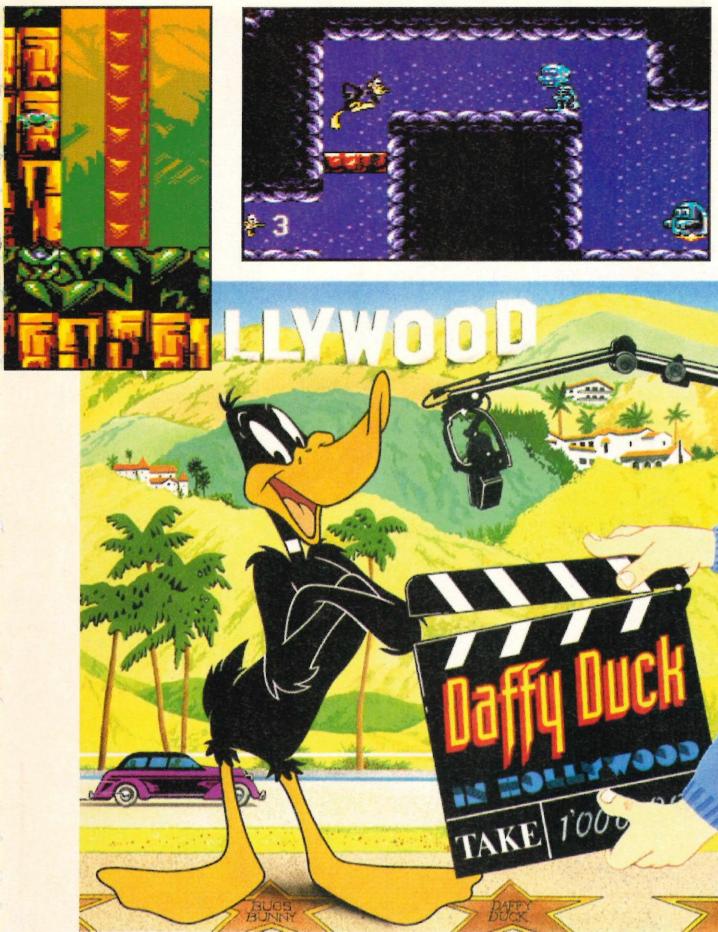
BY:
VIRGINPRICE:
TBARELEASE:
DEC '94STYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
NONE

THE LION KING

You've seen the awesome movie – you probably even read our showcase on the Megadrive game a couple of weeks ago. And now here's the ultimate in Lion King gaming – the Master System version in all its five colour, eight-bit glory. At first glance, it seems as if this version measures up to its 16-bit counterpart surprisingly well. Of course, there's no fancy 3D levels or anything, but the graphics are more detailed than your usual 8-bit affair, and guess what – even the sound resembles the film's soundtrack to some degree. The gameplay is a veritable feast too – as in the Megadrive version, you follow Simba's progress from a wide-eyed young cub through to roaring man-eater, and again, the controls handle pretty well, even if Simba has to stand about half a mile away from ledges to actually grab on to them. Although the format that the Lion King takes isn't original by any means, at least the programmers have tried their hardest to make full use of the Master System's now rather weak capabilities – the only real fault I can pinpoint is that some of the level bosses are rather easy to beat. But then, this will probably appeal to younger players anyway, which again is probably why this is a lot easier than the Megadrive version.

This may not be the most innovative Master System game around, but it's definitely one of the most playable. A top-quality release that should please all Master System owners, whatever their gaming tastes.





COMMENT The Master System is pretty well-catered for when it comes to platformers, so when a new one arrives it has to be pretty good. The Lion King fulfills this criteria, being visually superb and quite playable - but Daffy Duck just doesn't really match up I'm afraid. It's a decent enough title, but personally I much prefer The Lion King, Mickey Mouse II or one of any other ageing, yet still ace 8-bit platformers.

COMMENT The graphics and gameplay in Daffy Duck are both pretty good, but there's something about it that's not quite right. It doesn't have any original features, and the gameplay pretty dull, even though the programmers have attempted to incorporate a puzzle element into the game. Unfortunately, it's a bit difficult to get worked up about a Master System game when bigger and better upgrades are on the market, but nevertheless, Daffy Duck is still a good choice for Master System owners this Christmas.

Presentation:
Pretty average, with few inter-level screens.

Graphics:
Brilliantly detailed considering that this is on the Master System. Loads of variety between levels too.

Sound:
Yes, once again, it's Bontempi Organ time.

Originality:
Look, do you really need me to explain?

Playability:
Pretty smooth, although losing a life after only being hit twice can become irritating.

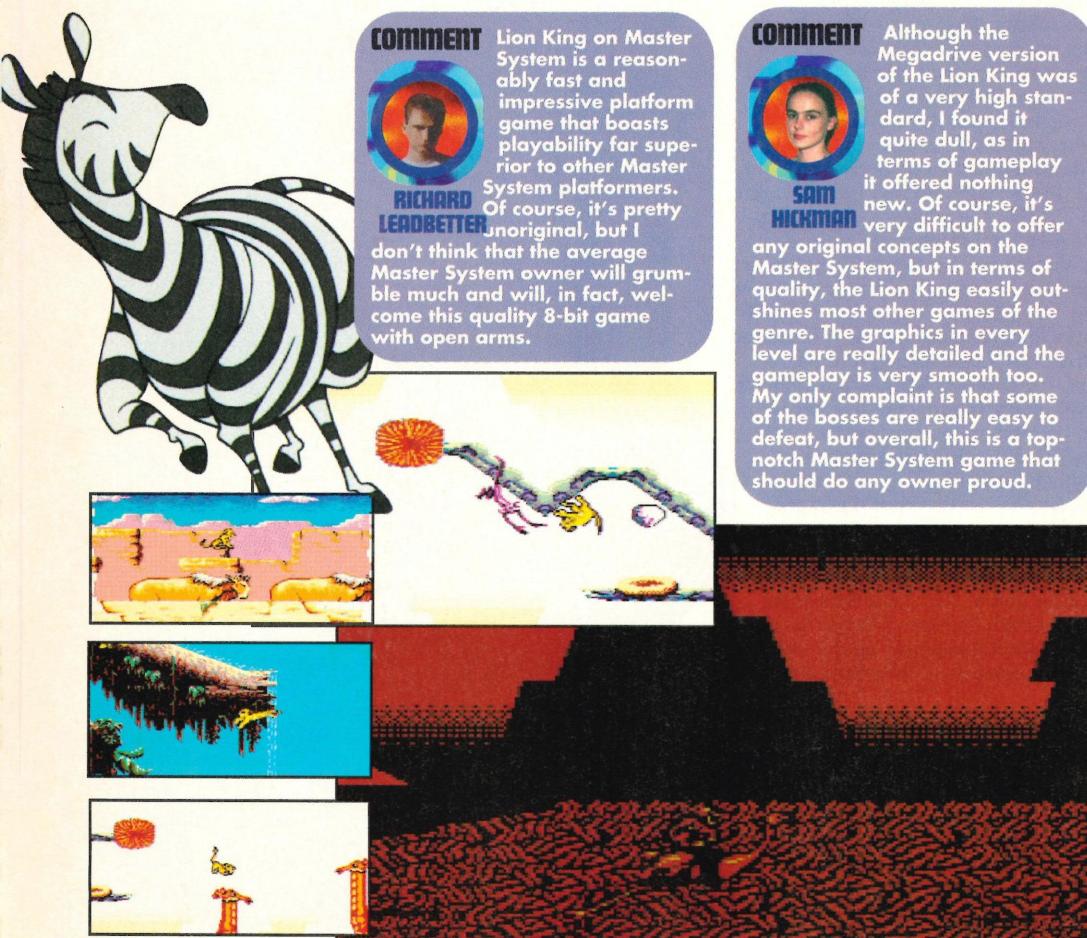
Challenge:
Not overly difficult, but the control system means that lives get lost for almost no reason.

Lastability:
You'll breeze through it, then never pick it up again.

OVERALL:

A good Master System title, even though it is slightly dull.

69



COMMENT Lion King on Master System is a reasonably fast and impressive platform game that boasts playability far superior to other Master System platformers. Of course, it's pretty unoriginal, but I don't think that the average Master System owner will grumble much and will, in fact, welcome this quality 8-bit game with open arms.

COMMENT Although the Megadrive version of the Lion King was of a very high standard, I found it quite dull, as in terms of gameplay it offered nothing new. Of course, it's very difficult to offer any original concepts on the Master System, but in terms of quality, the Lion King easily outshines most other games of the genre. The graphics in every level are really detailed and the gameplay is very smooth too. My only complaint is that some of the bosses are really easy to defeat, but overall, this is a top-notch Master System game that should do any owner proud.

Presentation:
Not over-endowed with great options and presentation screens, but more than adequate for a Master System title.

Graphics:
Simba is animated really well and the background graphics are pretty detailed too.

Sound:
A bit better than your usual plinkety Master System affair, with music that vaguely resembles the film score.

Originality:
Like the Master System version, there's nothing new on offer here but it doesn't really detract from the appeal of the game.

Playability:
Indeed, extremely playable.

Challenge:
The bosses are a bit too easy, but the rest of the game is fairly tricky and there's no continues either.

Lastability:
Not much that you'd want to return to after completion.

OVERALL:

A quality platformer with plenty of detail and playability.

87

REVIEW



24 MEG

BY:
CORE DESIGNPRICE:
TBARELEASE:
TBASTYLE:
RACERPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
TWO

BC RACERS

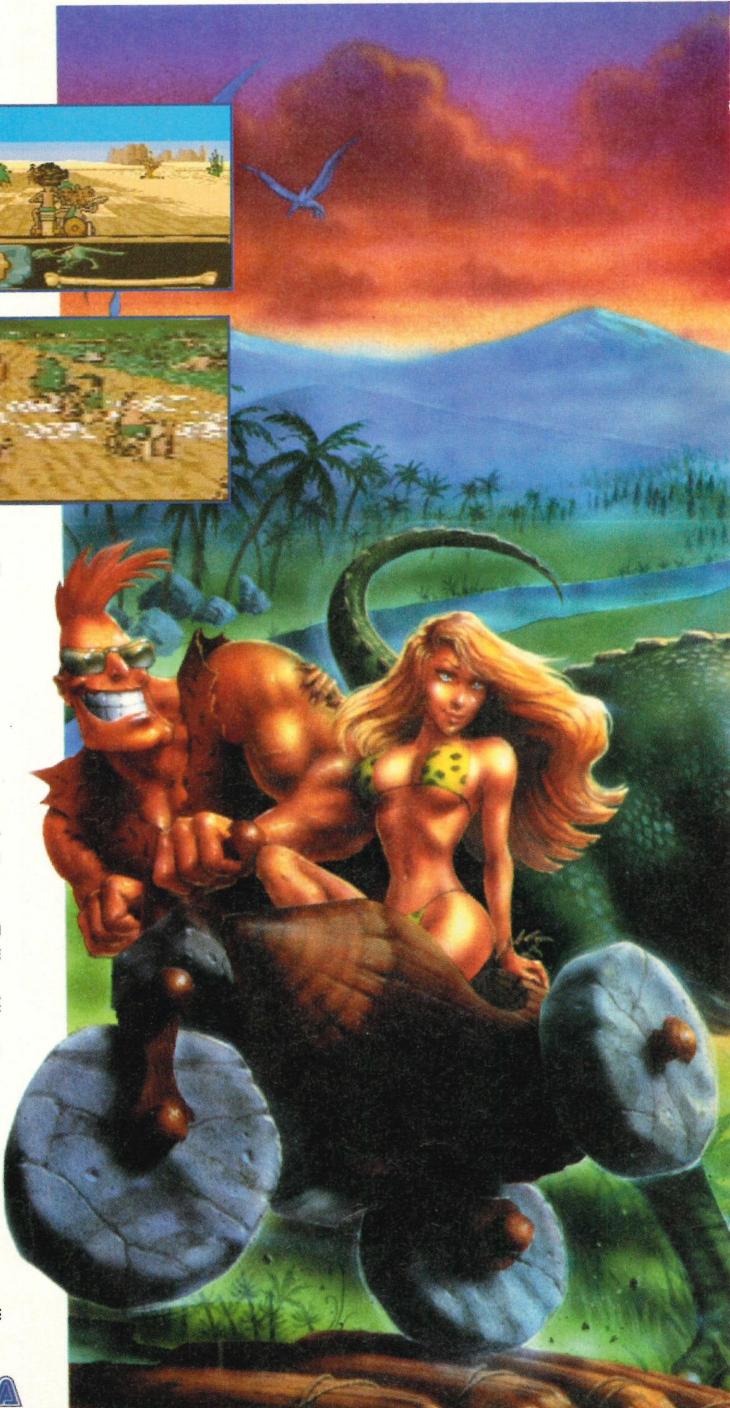


If nothing else, this could be up for "the longest game in production ever" award. I mean, this time last year we were expecting it to arrive for review.

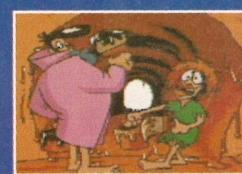
Since then, the programmers have completely rehauled it, plumping for a more modern approach to the racing genre - no doubt inspired by the release of Virtua Racing.

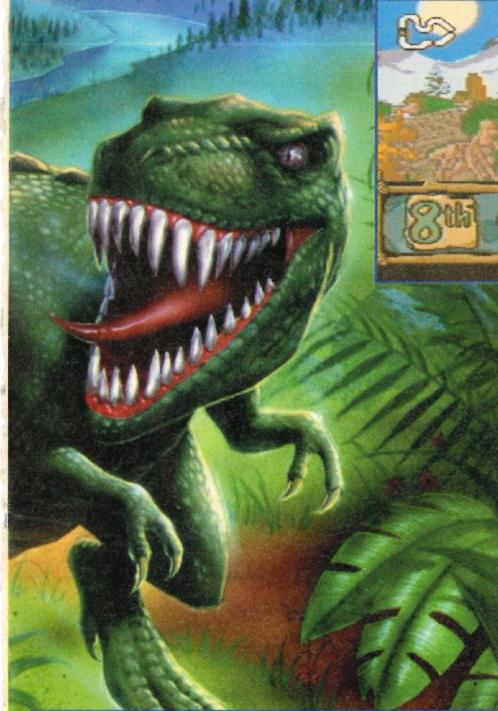
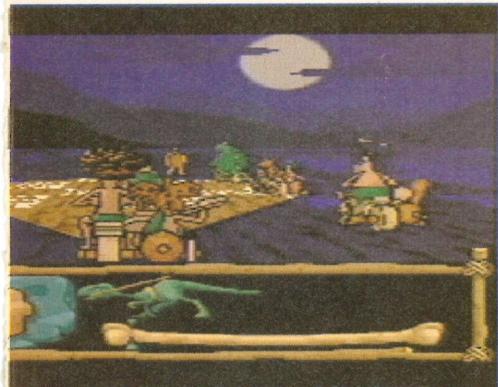
In addition to being inspired by all the racing greats, BC Racers has its fingers in a few other pies too. Originally named Chuck Rock Rally, the game features that old all-formats star Chuck Rock, known for his extraordinary talent in Core's previous platform games. However in recent months old Chucky boy has started to look a little tatty around the edges, hence the new name. Anyway, Chuck is just one of thirteen racers, all of whom are after the ultimate prize - the coolest Boulderdash bike going. To do this they'll have to battle around eight different courses across four difficulty levels. Each racer has a customised bike and their own attack mechanisms - which range from bashing opponents on the head with clubs, to screaming their lungs out at the enemy. There's three different viewpoints in the game too, although none of them are anywhere near as impressive as the viewpoints in Virtua Racing.

Of course, since this is much more of a humorous game than Virtua Racing, the graphics are suitably Mario Kart-ish, with cartoonish sprites and Mode 7-style backgrounds. Each car has two sprites - a driver and a weaponry-type person and the two work together to jostle their position up to first place. You'll usually begin each race in about tenth position, and the initial can get pretty frantic - especially as every time you attack another opponent (or vice versa) the hit is accompanied by a cartoon biff! bubble. This is funny the first time, but when there's so many players on screen it becomes really difficult to see where you're going. That's not to say that BC Racers isn't fun though, because it is. There's never been a racer like this on the Mega-CD before and Core have certainly done their best to produce a fast-paced race that clones Mario Kart in every way possible. However, it hasn't quite worked because a) it lacks the excitement, pace and strategy of Mario Kart, b) The Megadrive has Virtua Racing and Micro Machines, both of which stand in a different league to BC Racers and c) it lacks a split screen two player mode - the two player option simply sees one player controlling the car and the other taking charge of the weapons. The other annoying feature is that once you crash, there's little chance of going on to win a race, and there's no continues or passwords either. I can see that Core didn't want to spoil the game by making it too easy, but there's 32 tracks in all and you can't even play difficult mode until you've completed all of them on easy and medium. BC Racers is a fun enough racing game, that lacks the excitement of Mario Kart and the technical brilliance of Virtua Racing. Unfortunately the absence of a decent two player option limits its lastability, but it's still worth considering if you're a fan of racing games.



SEGA





COMMENT

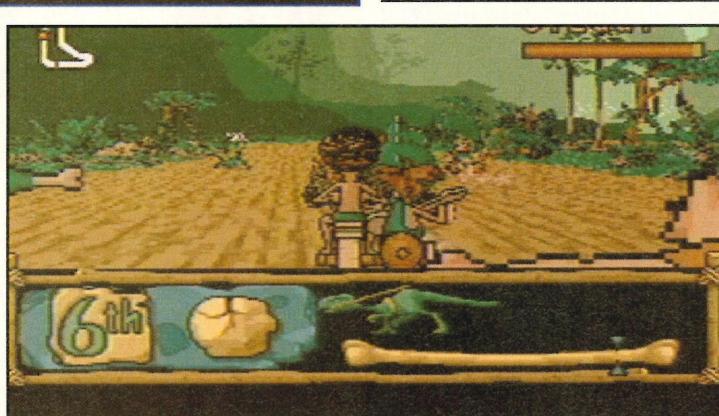
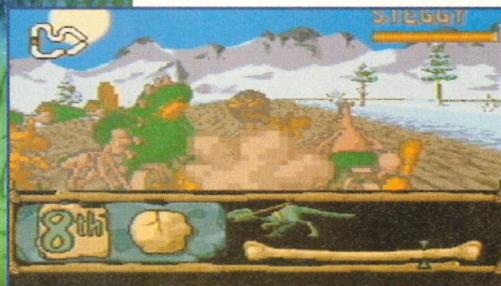
TOM
GUISE

I don't like the Chuck Rock games much, so a racing game based around the characters isn't something I particularly cared about. However, with Core's Mega-CD track record, I was looking forward to something fairly decent. As you'd expect, the 3D is fairly impressive, although not as good as Thunderhawk and Battlecorps, and the mixture of racing and combat is quite entertaining. It's very similar to the upcoming 32X game, Motocross, in fact. At the end of the day though, it lacks that seat of the pants racing feel and the essential 'versus' mode that Micro Machines 2 and Virtua Racing have. I'd go for them instead.

COMMENT

SAM
HICKMAN

Although BC Racers is initially great fun, it soon loses its appeal, if only because it so obviously tries to mimic Super Mario Kart, which incidentally is about ten times better. It's true that there's nothing like this on the Megadrive or CD, but at the end of the day I think I'd still rather play Micro Machines 2. The lack of a decent two player option is another feature which limits the game's playability and considering that this is developed by the same company that brought us Battlecorps, you wouldn't think it was too much to ask for. Still, even with all these negative points BC Racers is still a good title that most Mega-CD owners will want in their collection. It just could have been better, that's all.



▲ Select any one of the hilarious cartoon characters and spot the celebrity racers.



Presentation:

73
There's plenty of option screens, although some of the inter level screens are a bit poor. The intro's good though.

Graphics:

85
Some of the features such as whirlwinds on the tracks are pretty impressive and the graphics are better than anything on the Megadrive.

Sound:

82
Nothing spectacular but does the job fairly well.

Originality:

67
Not an original concept, although the gameplay and style is novel.

Playability:

83
The two player option is a bit disappointing but one player mode is a good laugh.

Challenge:

75
All the courses are a bit easy, even on rock hard setting.

Lastability:

79
You'd probably return to this for a few goes even after you've completed it a couple of times.

OVERALL:

A decent enough racer that lacks a good two-player option.

80

REVIEW ROU

DINO DINI'S GOAL

BY: VIRGIN

SYSTEM: MEGADRIVE

SIZE: 16 MEG

RELEASE: OUT NOW

PRICE: TBA

At the time of writing, FIFA '95 rules supreme in the Gallup charts, selling loads more copies than any game on any other format... so it just goes to show how popular football games can be, upstaging the Sonics and Donkey Kong Countries of this world.

Dino Dini's Goal is the latest Megadrive sports simulation to arrive in the SEGA MAGAZINE offices, and in terms of playability it's just as good as, if not superior to the almighty soccer forces of FIFA and Sensible Soccer. In terms of gameplay, it's very similar indeed to the Kick Off series of games that was available on the Amiga, but Dino Dini has upgraded the gameplay to provide a far more fluid control system as well as far more intuitive passing. The game also possesses two different view-points - the basic overhead view in the style of Kick Off II as well as a kind of satellite view that enables you to see more of the pitch - so putting together your set pieces and suchlike is a lot easier. It's a great idea and it's bound to be copied.

It's an incredibly smart (if somewhat lonely) one-player experience, with all of the various world cups and leagues you could ever want, but the game really comes into its own as a multi-player game. It's unlikely to do as well as FIFA since it hasn't got a huge licence, and that's a real shame, because Goal is a game of exceptional quality.

RICHARD LEADBETTER

PRESENTATION: 90%

GRAPHICS: 80%

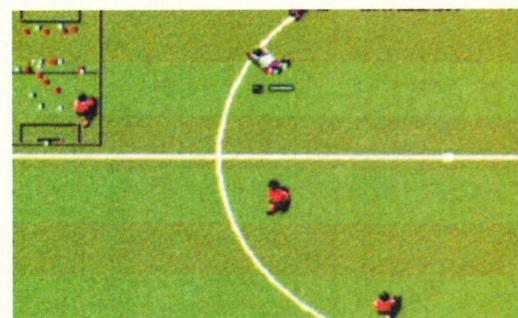
SOUND: 80%

PLAYABILITY: 92%

CHALLENGE: 86%

LASTABILITY: 90%

OVERALL: 90%



mr nutz

BY: OCEAN

SYSTEM: MEGADRIVE

SIZE: 16 MEG

RELEASE: OUT NOW

PRICE: TBA



Mr Nutz first appeared on the Super Nintendo around this time last year, and it received rather mixed reviews. Platform freaks loved it, because it had loads of levels, and others slagged it off because it was a bit sluggish. The Sega version arrives pretty much intact, with no noticeable changes from the SNES version, but unfortunately for Mr Nutz, the platform competition is a bit tougher on the Megadrive. The gameplay is still pretty good though, there's loads of levels and the gameplay is fairly tough too. Again, the graphics are of top quality and even the sound isn't that bad.

It's a shame then that Mr Nutz lacks any original qualities and in that sense it's not that much fun to play. This sort of platform action has been seen a million times before and to be honest, I'm getting just a little fed up of these cutesy game stars. If Mr Nutz incorporated some kind of ground breaking graphical techniques or a different gameplay style, then it could be excused, but as it stands, it's yet another platformer, with few features to distinguish it from all the others.

SAM HICKMAN

PRESENTATION: 85%

GRAPHICS: 83%

SOUND: 80%

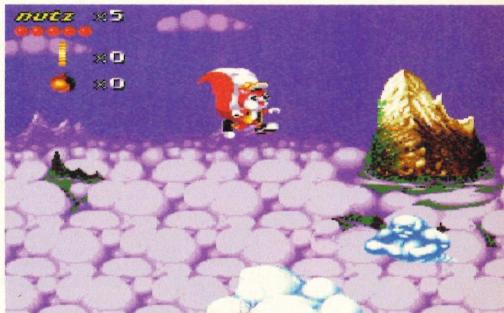
PLAYABILITY: 81%

ORIGINALITY: 21%

CHALLENGE: 80%

LASTABILITY: 79%

OVERALL: 81%



END-UP THE LION KING

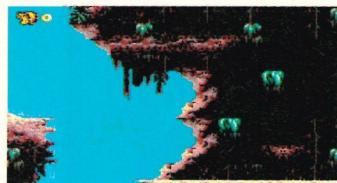
BY: VIRGIN

SYSTEM: GAME GEAR

SIZE: 4-MEG

RELEASE: OUT NOW

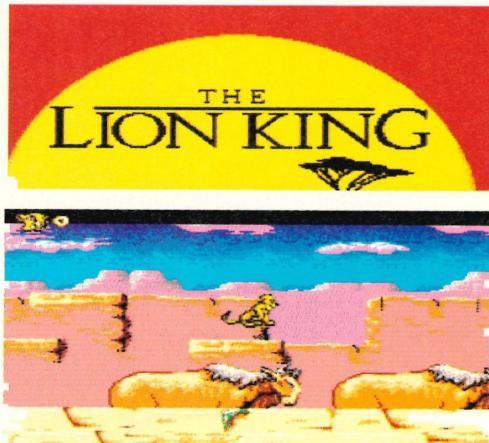
PRICE: £29.99



The hype for the film has reached manic proportions over the last couple of months, and even the Megadrive version of the Lion King has done pretty well receiving both high review marks and plenty of TV coverage (largely due to the Sega adverts). And now just as the hype is dying down, Virgin decide to release two more versions of the game, both on the smaller machines. And just like the Master System version, this is a great conversion. The graphics actually manage to resemble the Megadrive version pretty well and the detail is great considering that this is a mere handheld. Again, the gameplay is of top quality and while this gets few marks for originality, at least what's there has been programmed extremely well.

There are loads and loads of Game Gear platformers on the market and to be honest, most of them are pretty average. The Lion King is much better than most of its contemporaries and it's also fairly challenging too. You may not want to add another platformer to your collection, but if you do, this should definitely be a consideration.

SAM HICKMAN

PRESENTATION: 83%**GRAPHICS: 86%****SOUND: 80%****ORIGINALITY: 30%****PLAYABILITY: 84%****CHALLENGE: 83%****LASTABILITY: 85%****OVERALL: 86%**

DAFFY DUCK

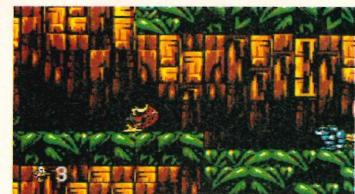
BY SEGA

SYSTEM: GAME GEAR

SIZE: 4MEG

RELEASE: OUT NOW

PRICE: £29.99



when you think about it, Daffy Duck is ripe for platform game conversion. But then so are most cartoon characters. At least Daffy has some kind of history behind him though, which is probably why he was signed up for all Sega systems – if nothing else he's a sure-fire sell.

Unfortunately, like the Master System and Megadrive version of this adventure, the Game Gear version of events is also completely bland. It's not that it looks awful – far from it – the graphics are detailed and the sprite is well animated too. It's more that the gameplay is really dull and in addition, to finish each level you have to collect a number of item, which is extremely irritating. To make things worse, Daffy isn't even funny – not even once.

I can't think of many reasons to buy this game – it may feature a top cartoon star, but that's where its appeal ends. The rest is just seen-it-all-before, only not as good.

SAM HICKMAN

PRESENTATION: 56%**GRAPHICS: 80%****SOUND: 70%****ORIGINALITY: 34%****PLAYABILITY: 51%****CHALLENGE: 78%****LASTABILITY: 46%****OVERALL: 52%**

X-MEN 2

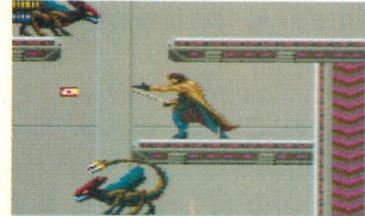
BY SEGA

SYSTEM: GAME GEAR

SIZE: 4 MEG

RELEASE: DECEMBER

PRICE: £29.99



In the old days, if kids wanted to follow the latest exploits of the favourite superheroes, they'd have to buy a comic from their local five and dime store. However, in this futuristic age of videophones, flying cars and floating cities, our youth can enjoy the interactive activities of comic book characters through the technological wizardry of the Game Gear. And look, here are the X-Men, returning for another uncanny adventure in the cyber-realms of Sega's handheld.

Top bad guy, Apocalypse, has returned to reap havoc on the X-Men and boy, what a fiendish plan he's got up his sleeve. So fiendish, in fact, that Professor X and nearly all the X-Men have run off, leaving just Cyclops, Wolverine, Gambit and Storm to save the World. Playing as the X-Man of your choice (if it's one of those four), you have to scour the planet for Apocalypse, travelling from Egypt, to Lapland, to a mechanical factory, to another mechanical factory and even to a mechanical factory. Why, he could be anywhere!

Of course, being an all-powerful cosmic being, Apocalypse wasn't expecting you at all, and so there aren't that many bad guys to face. But that's just as well, because the X-Men seem to have been stricken by a deadly mutant flu which has robbed them of any decent super-powers. Hence the action of the game is slow and boring, with very little to do. Then again, maybe it's set in the future when they're all old and decrepit. Well, whatever the excuse for the poor gameplay, there really isn't any excuse to buy this game. So don't.

PRESENTATION: 71%**GRAPHICS: 62%****SOUND: 56%****ORIGINALITY: 16%****PLAYABILITY: 58%****CHALLENGE: 64%****LASTABILITY: 63%****OVERALL: 61%**

next month!

● **SEGA MAGAZINE CONTINUES ITS UNMATCHED 32-BIT COVERAGE!**

We're endeavouring to get hold of some of the greatest 32-bit games in development for both the Sega Saturn and Megadrive 32X. We'll be taking closer looks at *Golf Magazine Presents Greatest 36 Holes* and *Metal Head* on 32X and hopefully getting first peeks at some of the 32X CD games in development.

On the Saturn front, we'll have more exclusive coverage that other mags can only dream about as well as in-depth features on games like *Clockwork Knight*. We're being deliberately vague here because if all goes well we should have a couple of incredible exclusives lined up for the next issue.

● **CD GOINGS-ON**

Mega-CD owners are in for a bit of treatment in our next issue - we'll be carrying full reviews of *Another World II: Heart of the Alien* and *Power Rangers*, plus we'll be carrying coverage of *Midnight Raiders* - a full-motion epic in the style of *Tomcat Alley* (but allegedly far superior).

● **AND ALL THE REST TOO**

SEGA MAG continues to cover the latest releases on Megadrive, Game Gear and Master System as only we can, and we've currently got a couple of hot 16-bit showcases in the works...

Plus we'll have all the regulars - the hottest news, the greatest previews, letters, Q+A and the best tips section you'll find in any Sega-related magazine.

Can't say fairer than that really can you?

**SEGA MAGAZINE, ISSUE 14, OUT
JANUARY 15, 1995. PRICED AT £2.45.**



PITFALL

THE MAYAN ADVENTURE

NOT EVERYBODY WINS.



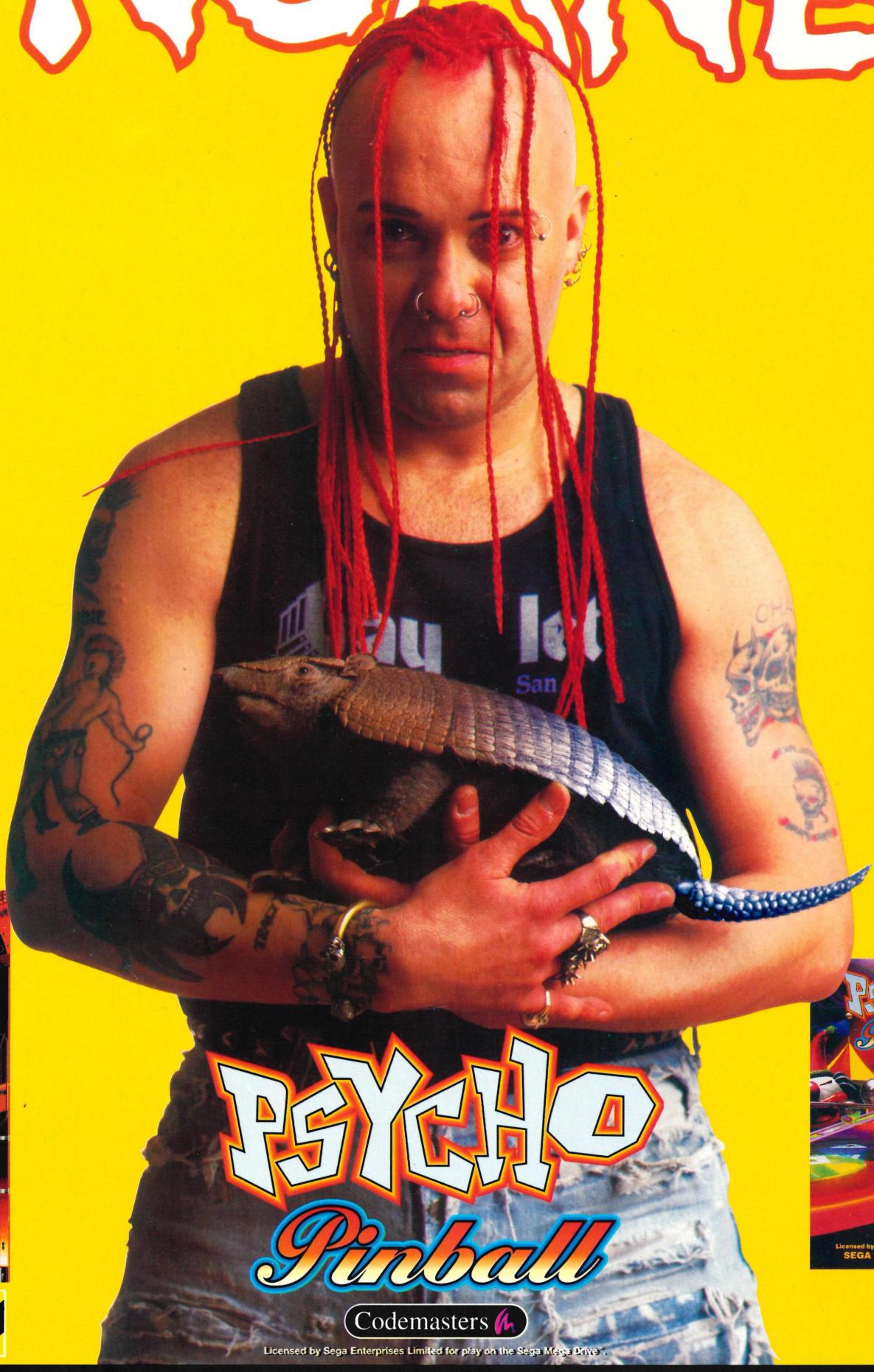
ACTIVISION®

SEGA POWER - 91%

"WHAT INDIANA JONES SHOULD HAVE BEEN."
SUPER GAMER - 90%

MEGA-CD • SNES • MEGA DRIVE

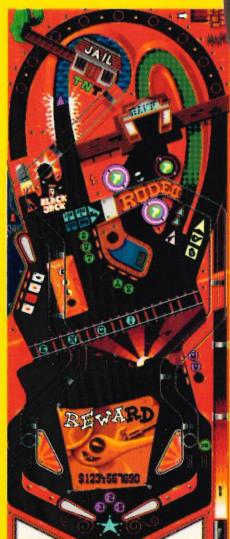
INSANE



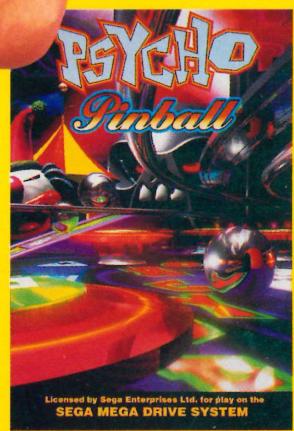
PSYCHO Pinball

Codemasters

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4
INTERACTIVE
PINBALL TABLES

THE FINEST PINBALL GAME EVER TO GRACE THE MEGADRIVE! SEGA POWER 92%

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